

In 1991, 90% of the Eastern continent
is wiped out by a horrible disaster.

30 years later, the inhabitants of the
reborn nation, New Kato City, are facing a
terrifying situation. The city is threat-
ened by a mysterious horror, which ap-
peared in winter and lasted.

These creatures kill human beings and
take over their place in society. They
are an intelligent kind that works, so-
berly and even regresses itself, so
that it is almost impossible to tell
them apart from real human beings.

What are they? What do they want? Where
do they live? How do they know about all
unknown secrets? Finders from Japan? No
one knows.

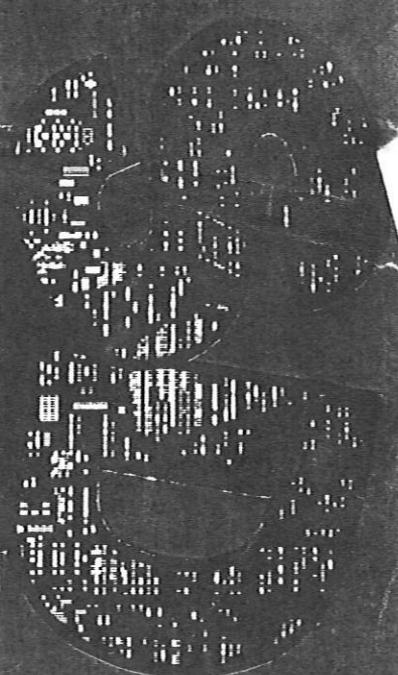
As they search human bodies, they've
been termed "SAATCHI-BEST".

A special police squad has been set up to
control the situation. A group of officers
are and women, determined to put an end to
the horror. They are the only ones who
are able to see the creatures and are afraid
to jeopardize their own safety.

That is "ADJUNCT UNCLE" NAKI
KIND & ELEGANT RANGER.
People call them "KUNTER".

Now, a man is joining justice, starting
his life as the last memory and save
the world from the hands of the
monsters. Can he be saved?

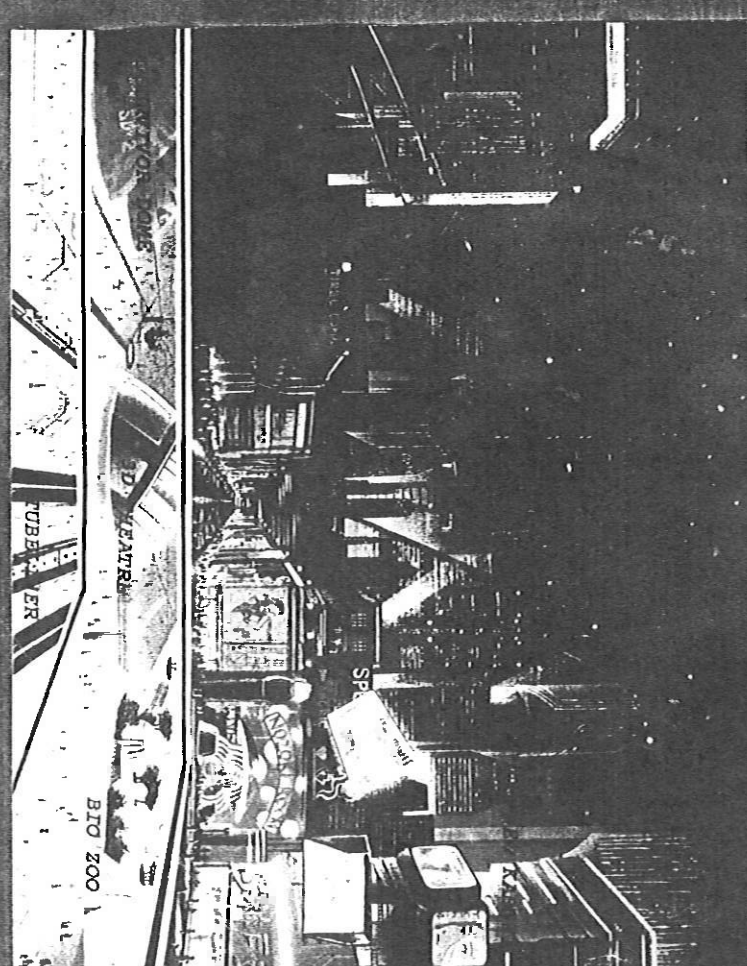
Get ready for a story full of thrill and
suspense! Get ready for... "DANMAICHI!"



DANMAICHI

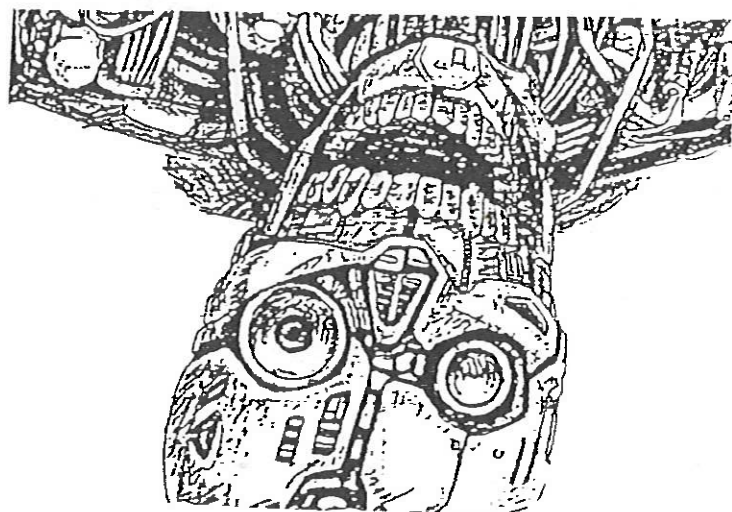
TM
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WATKINS GUILD BOOK



an OASIS production

an OASIS production



PLAYER'S GUIDEBOOK

SD
SNATCHER
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Tech Specs

Junker

Snatcher

Historical Facts

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CALENDAR OF 2042

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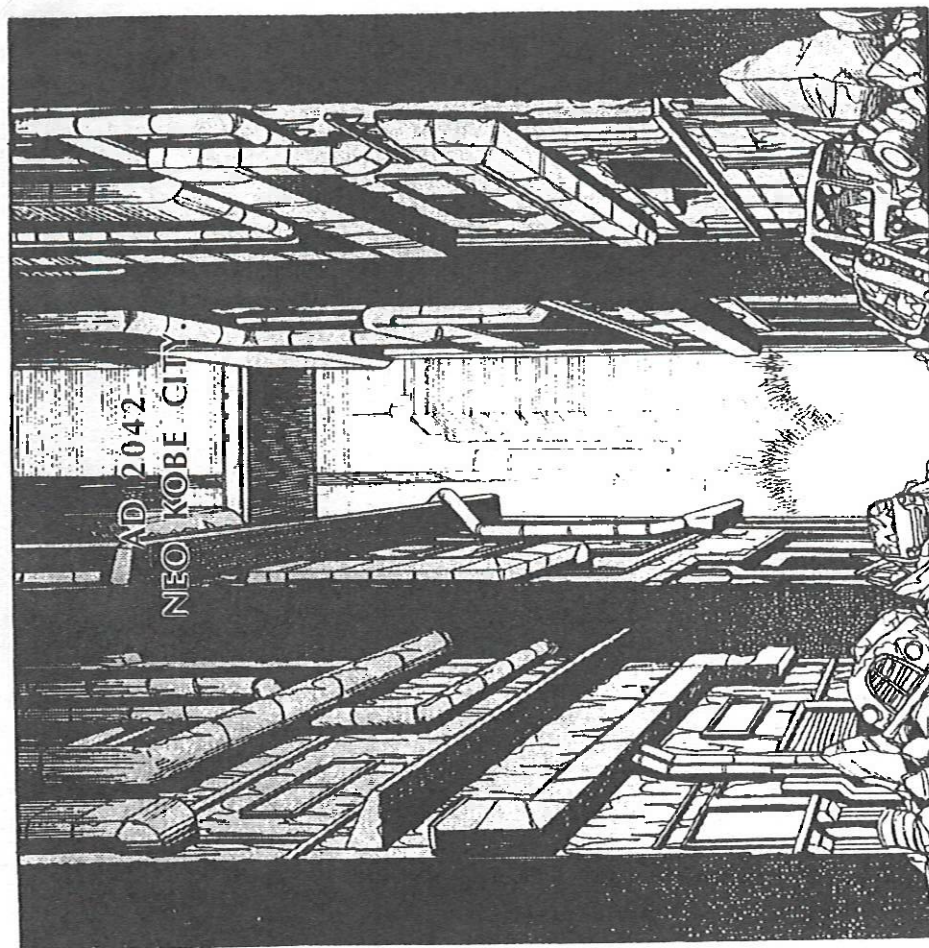
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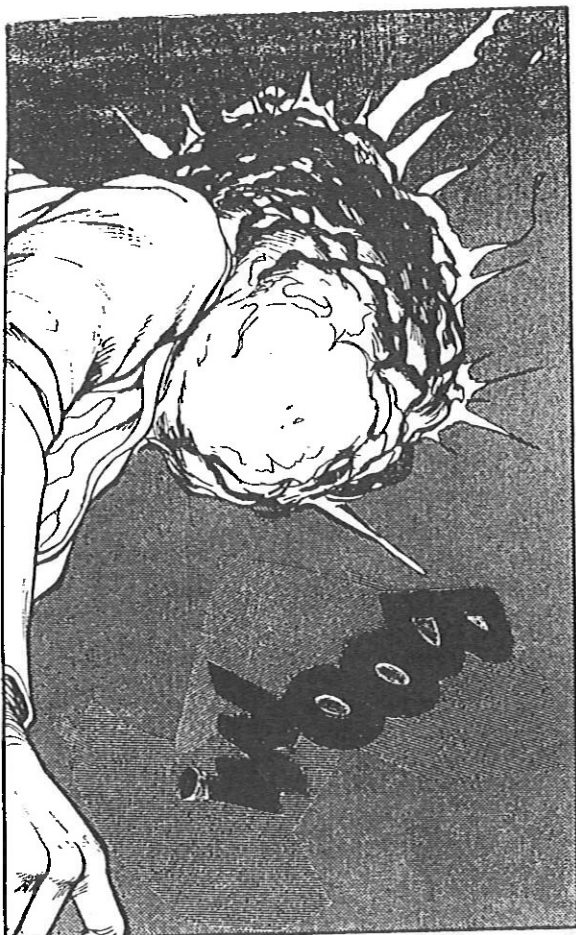
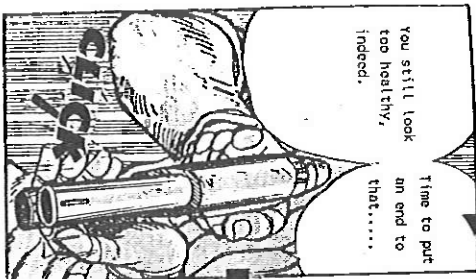
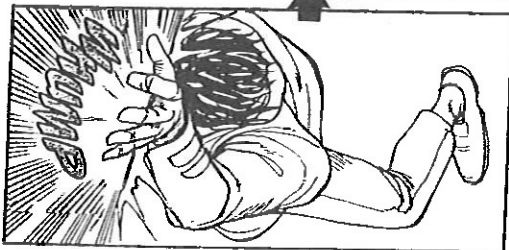
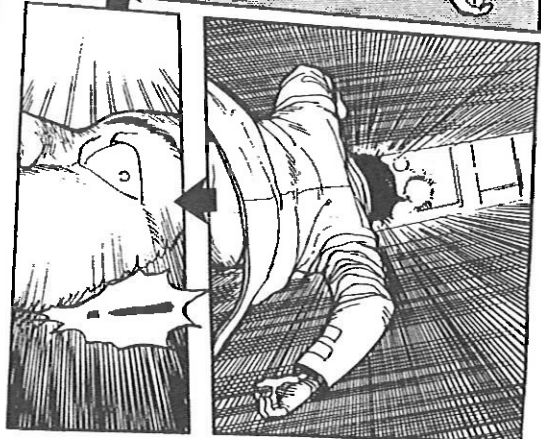
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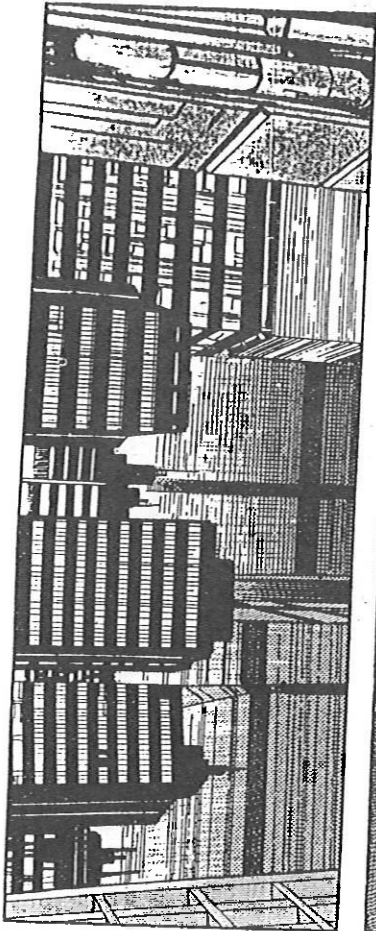
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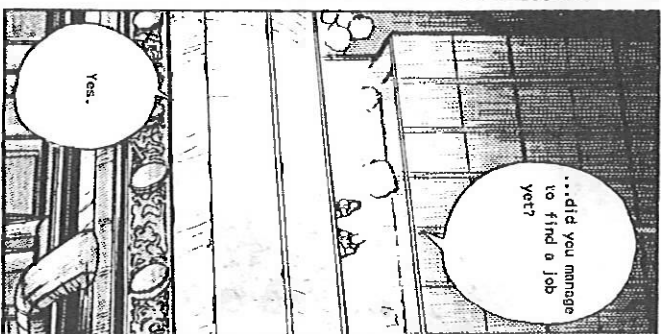
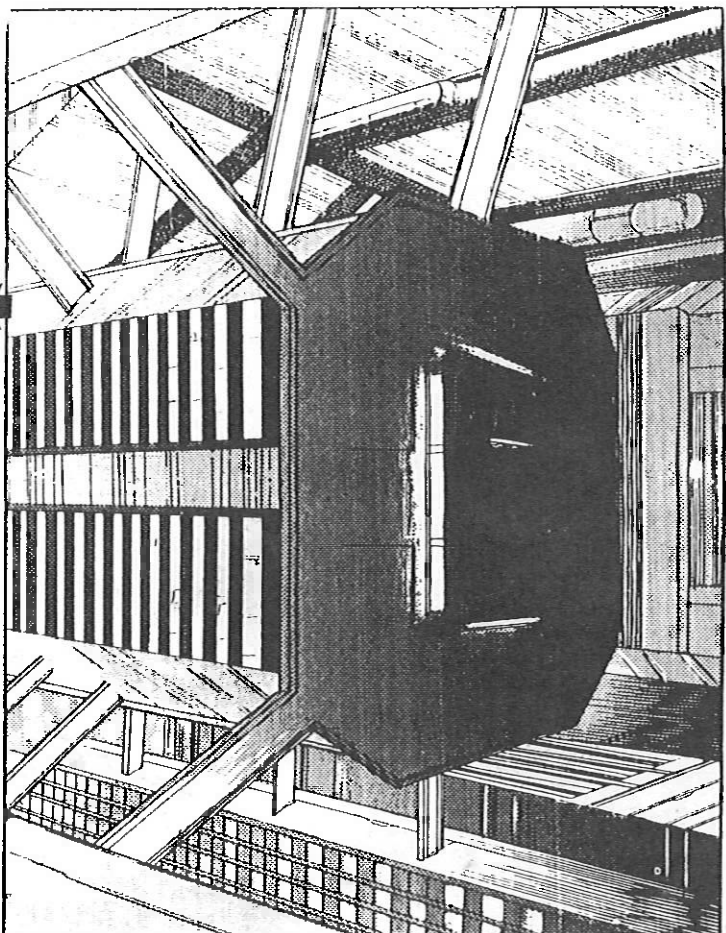
SNATCHERTM PROLOGUE





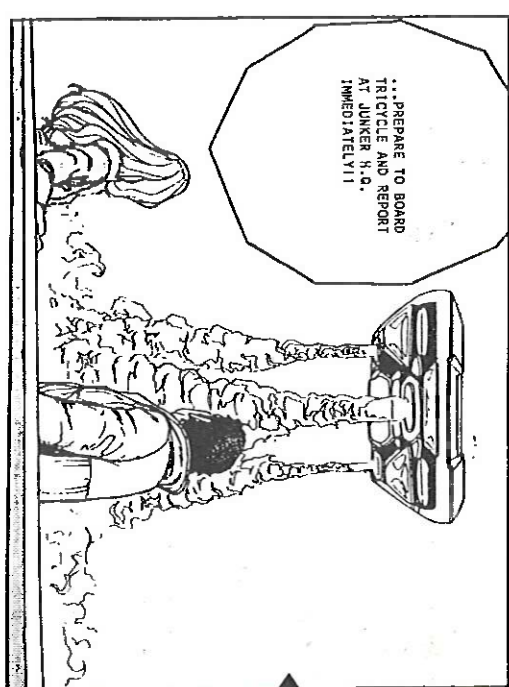
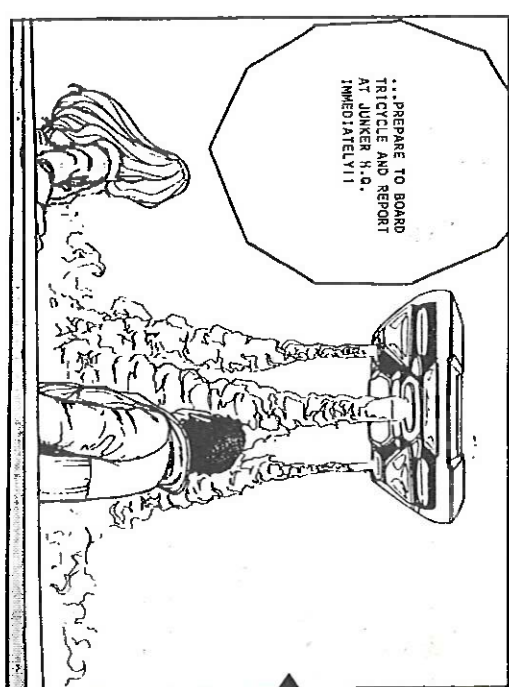
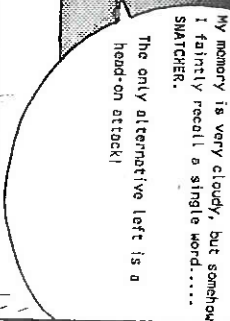
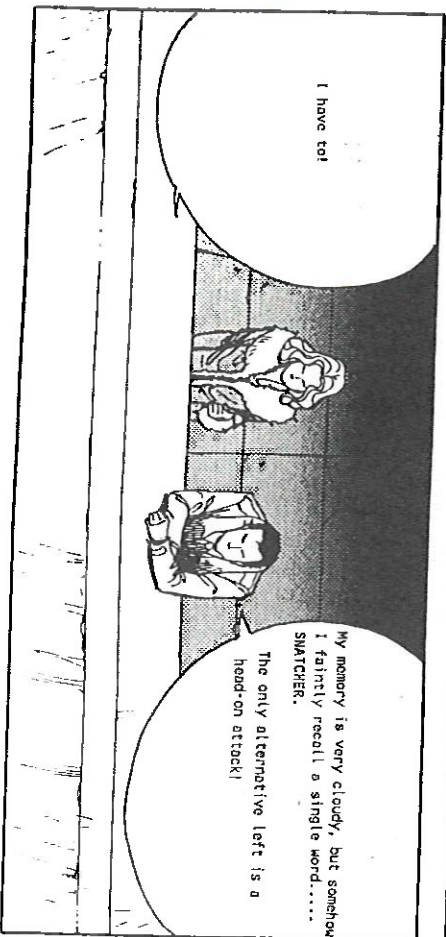
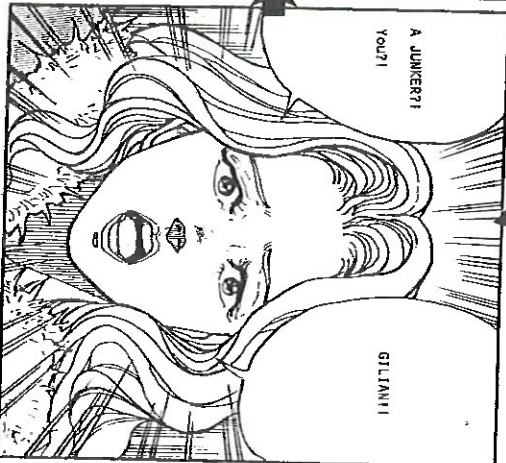
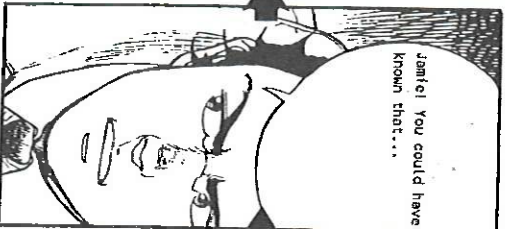


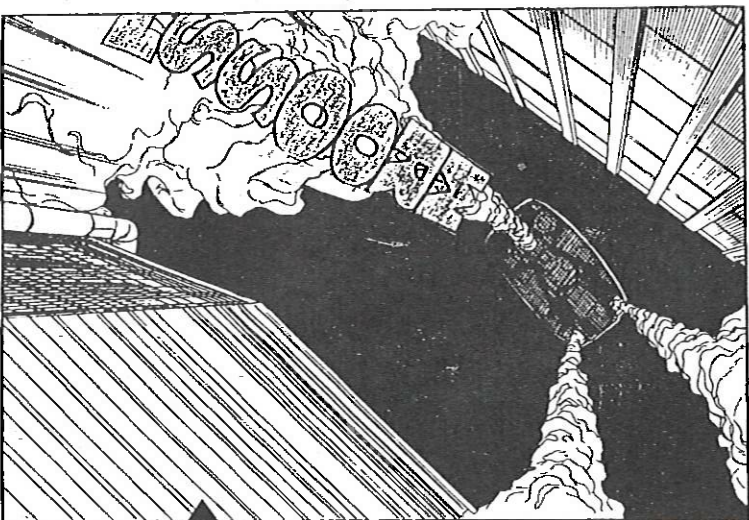
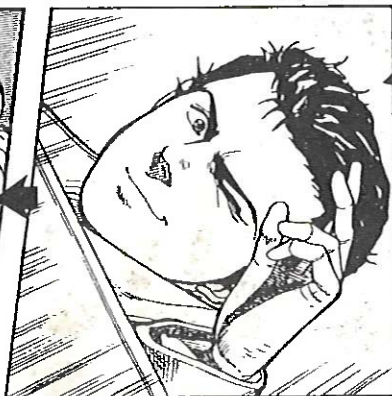
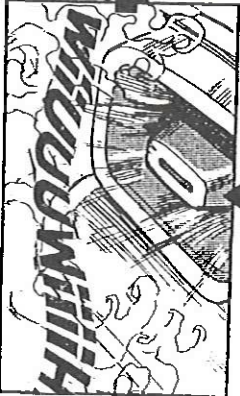
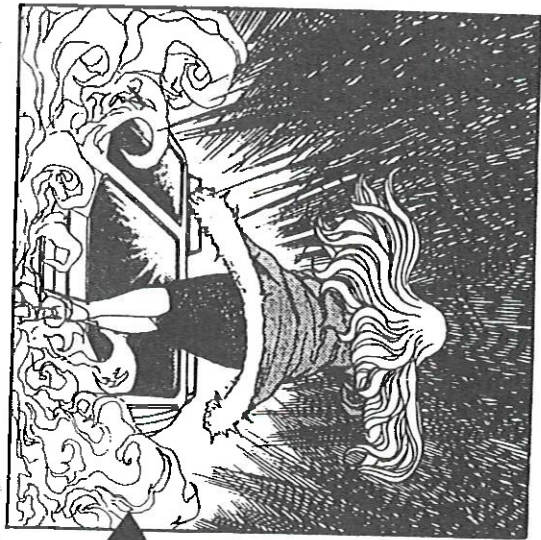
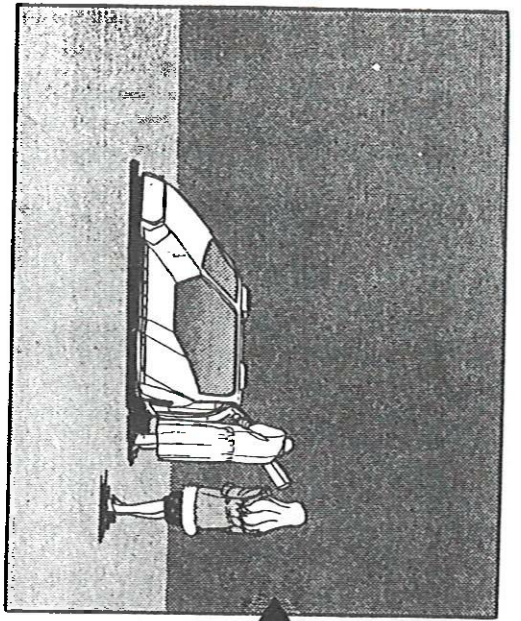
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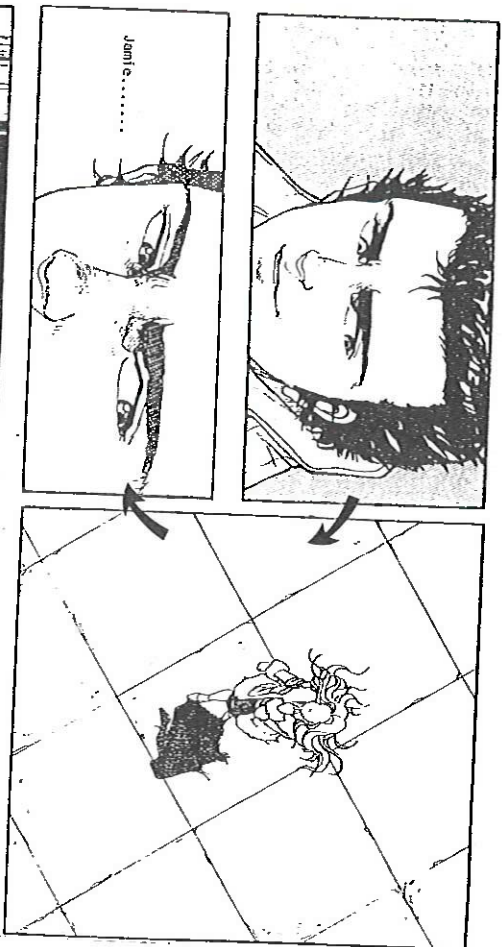


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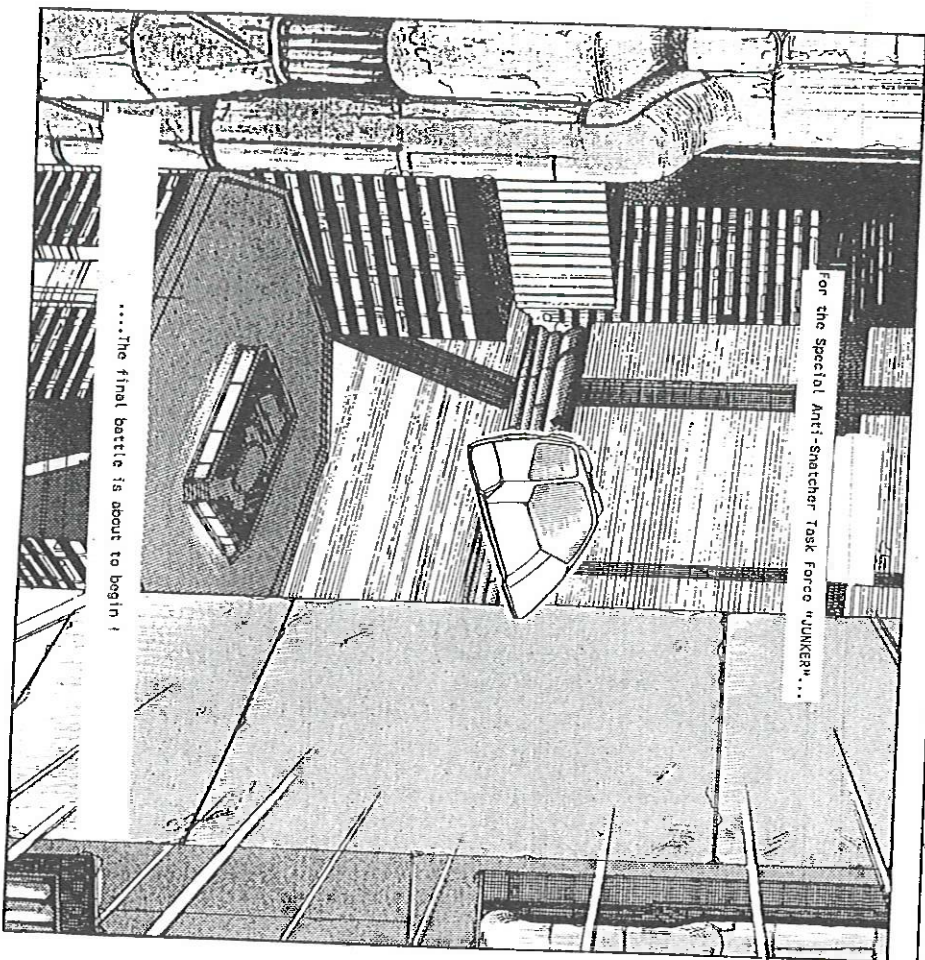




Jami S.....

For the Special Anti-Snatcher Task Force "JUNKER"...

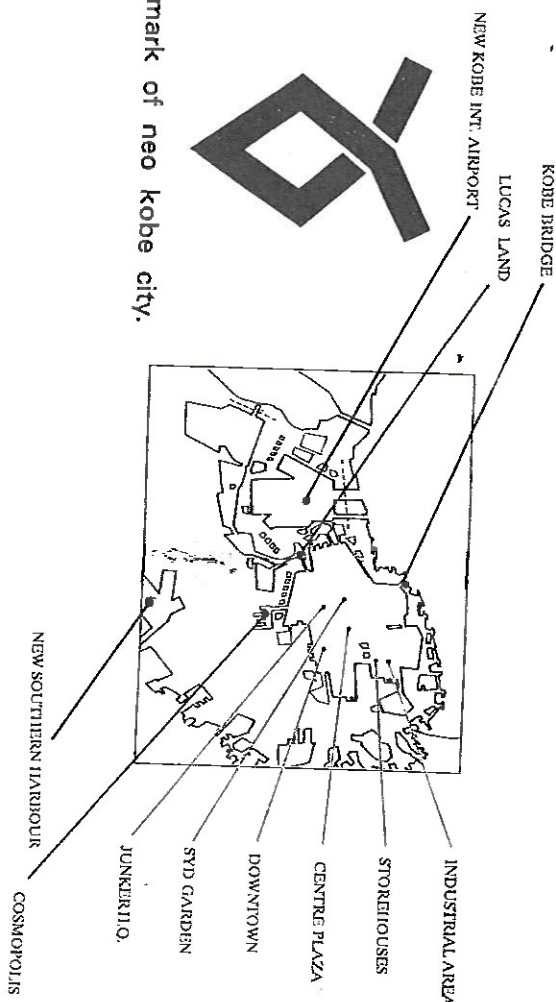
....The final battle is about to begin!



NEO KOBE CITY

CITY DATA

mark of neo kobe city.



SURFACE : 600 KM2

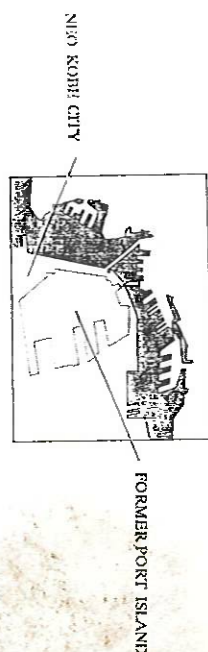
POPULATION : 60 Million (Registered)

Approx. 5 Million (Unregistered)

20% INDUSTRIAL AREA
80% RESIDENTIAL AREA

- The origin of Neo Kobe City lies at the end of the 20th century. At that time, Kobe's Rokko-island, Port-island, High Harbourland, Kobe International Air-port and the industrial area, were being swallowed by the advancing sea. At the beginning of the 21st century, 5 artificial island blocks were built and connected. Name of this artificial continent: Neo Kobe City. Soon Neo Kobe City was equipped with the achievements of modern, 21st century technology:
- A hi-tech information computer network.
 - Intelligent buildings on artificial foundations.
 - Artificial waterfront and rivers.
 - Underground highways, energy lines and waste disposal pipelines.
 - Light fibre.
 - Regional air-conditioning and environmental installations.

With the intention of making the city an international cosmopolis, people of all races and nationalities were and are allowed to settle down in Neo Kobe City. For the imprisonment of criminals, Neo Kobe disposes of the world's biggest prison complex: Crimeville.



THE FORMER PORT ISLAND

Since 1980, Kobe's old Port Island sank away 3 cm a year, until it was finally swallowed completely after an earthquake in 1994. In 1995, a plan was made to regain the metal resources of the former Port Island, but it was abandoned because of the high costs.

THE ARTIFICIAL ISLANDS

Soon, Japan found a way to stop the danger of subsiding of the former Port Island's foundations. An artificial island was built on these foundations, supported by a super-frame, developed in 1990, consisting of 125 mm steel bars with a 5mm rust-proof resin coating. The super-frame was dug in 90 mm deep, and rises up 2.5 m above sea level. It is a strong foundation and is able to withstand even the highest waves. However, the sinking hasn't stopped completely; from 2032 to 2043, water level has risen 8 mm.

ALPHA BILL

This is Neo Kobe City's supervising mother computer system. This "Neuron Computer" has several hundreds of terminal computers at strategic places in the city, which can communicate very swiftly in the huge network, shaped like the human neural system. "Gandie", Junker's mother computer, is one of these Artificial Intelligence Terminal Computers in the Alpha-Bill network system.

ENERGY SOURCES

NEO KOBE CITY'S EXISTING ENERGY SOURCES:

- LNG (LIQUID NATURAL GAS): There is a concentration of LNG storage base plants in the southern area of the city.
- NUCLEAR POWER: In 1992, Kobe's first nuclear power plant came into production: "Kuroshio". In 1998, the prototype of a nuclear plutonium enrichment reactor was taken in use: "Wadatsumi". Since then, no other ones were built.
- NUCLEAR FUSION: In 2030, the world's first nuclear fusion plant was built, called "Prometheus". It generates a high percentage of the city's electricity.
- OIL: At the beginning of the 21st century, half the world's oil plants were written of, also in Neo Kobe City.

THE CITY'S ALTERNATIVE ENERGY SOURCES

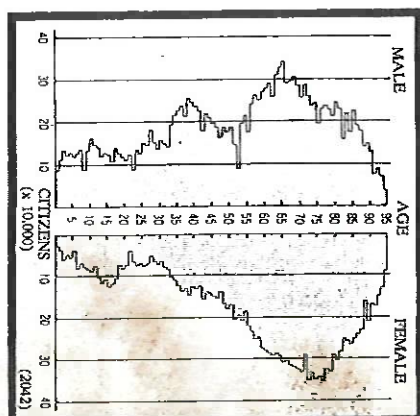
- SOLAR POWER: 24 hours a day, satellites in various orbits around earth are converting solar radiation into useful energy through solar collectors and send it to earth.
- BILLOW-ENERGY: There's a billow power-plant in the south of Neo Kobe City, surrounded by dikes in order to collect as many energy as possible.
- THERMIC ENERGY: Along Neo Kobe City's coast, there are 3 thermic power plants in use. The energy is gained from temperature fluctuations in the seawater.
- WATER POWER: 80% of Neo Kobe's water power comes from "TNA (Mullet) RIVER", one of the city's artificial rivers.

NEO KOBE'S ENERGY SUPPLY IN 2042

NUCLEAR: 30 % OIL: 30 % LNG: 13 % WATER: 10 % OTHERS: 17 %

At the moment, a new power facility is being installed, for gaining uranium out of sea water. The idea for this submarine reactor comes from a large environmental engineering corporation. It is to come into operation in 2046. By the special uranium gaining system, uranium sediments can be removed, after dissolving and extracting the sea-water in a special process. The uranium gained this way can be directly used for nuclear power generation. It is expected that in 2053, this process will supply 20 % of the city's total energy.

INDUSTRY & TECHNOLOGY



THE CITY'S POPULATION COMPOSITION

Owing to the environmental problems in the 20th century (radioactive and chemical pollution, ozone layer problem), birth rates at the beginning of the 21st century dropped rapidly, while the average life span increased. As a result of this, Neo Kobe's population composition balance chart shows a swiftly developing process of aging. This process has a negative effect on the economy, as there is an urgent need of young employees.

INDUSTRY

Kobe's former industries, iron and steel manufacturing and shipbuilding have lost importance since 1990. Their place has been taken over by the production of industrial robots, electronics and biotechnology. Ocean colonization research techniques are also on the move.

THE CHANGES IN THE INDUSTRIAL STRUCTURE

In the 20th century, Neo Kobe's harbour was of great importance to the city, because of the large number of harbour-dependent and orientated industries in the Port Bay (shipping and warehouse businesses, metal and steel manufacturing and shipment, etc.). However, after the turn of the century, the harbour strongly lost importance in favour of the New International Airport, and so did the connected industries. Hi-tech industries began to flourish. At the same time, the city's 4 main industrial areas were up against an increasing emigration of population, resulting in a lack of factory workers and forcing many factories to close down.

On the other hand, new hi-tech industries and research facilities appeared to meet the needs of a changed, modern society. The parallel process of Neo Kobe's internationalization stimulated the economy even more.

TRAFFIC & TRANSPORTATION

CITY'S RACIAL COMPOSITION

Neo Kobe City has attracted immigrants from all over the world, turning it into a giant cosmopolis. It is an international melting-pot, in which many cultures, races and languages coexist.

JAPANESE	: 30%
CHINESE	: 20%
RUSSIAN	: 10%
SPANISH	: 5%
FILIPINESE	: 5%
OTHERS	: 23%

(2042)

TRANSPORTATION

Next to the personal transportation vehicles, like tricycles, flying machines and motorcycles, the Neo Kobe of the 21st century has an elaborate network of "Auto-Transportation Systems" for public use. The "Tubeliner" (subway) is the most important one.

AUTO-TRANSPORTATION SYSTEM

All the traffic on Neo Kobe City's roads, air- and ocean-connections and riverways is regulated by Alphabill's (Alphabill is Neo Kobe's supervising Neuron Computer Network) Traffic Control & Guidance System. In this century, traffic accidents or stagnations hardly ever occur.

(However, traffic guidance does not stretch out outside city limits.)

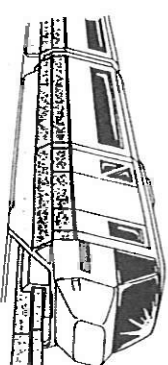
PERSONAL TAXI

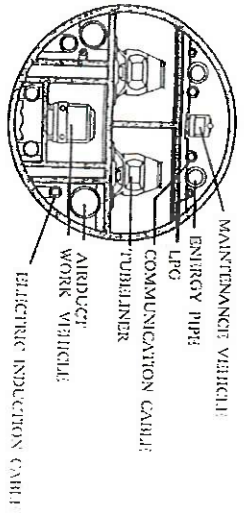
These computer-controlled cabs automatically memorize the passenger's I.D., entraining-point, destination and travelling time. However, this process entails a high risk of violation of the passenger's privacy. Therefore, there are many small companies which have found a profitable business in renting "personal taxis". These taxis are in violation with City Public Transportation Regulation par. 12, and therefore illegal. In Neo Kobe City, 200-300 illegal companies exist, specialised in renting "black taxis".

TUBELINER

This is a superconductor-type monorail subway train. After the War, the old trams and subways in Neo Kobe City were replaced by the new "Auto Transportation System". Hollow underground tube channels were built for the monorail subway, and then sucked vacuum to eliminate the drag.

The train's chassis is made of glass fibre and CFRP (Carbon Fibre Enriched Plastic). Average speed: 450-500 km/h (700-800 km/h in vacuum).

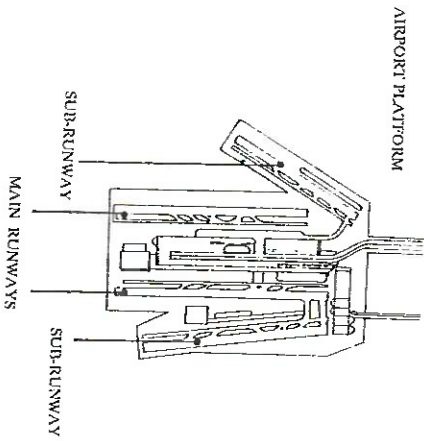




TUBELINER TUNNEL PLAN

THE NEO KOBE INTERNATIONAL AIRPORT

Japan's biggest airport. Almost 1000 flights from 70 countries land and take off here every day. It is connected with the rest of the city by a fast underwater Tubeliner-connection. The airport has a 3-layer structure. On each layer there are 4 run ways, large enough for even the largest plane types.



DRAGON HORSE RIDING

One of the results of genetic-manipulation experiments in the 21st century is the 'winged riding horse'. Riding such horses became a high-society sport in England. The popularity of this sport grew rapidly among the higher classes. The horse species used for this sport are small manipulated pony's ('dragon-horses'), because larger horses cannot fly much more than about 100 m. In 2042, the first dragonhorse championships were held in Neo Kobe. The world record was broken here by a pony of the Orasion Highlander kind. It flew 80 m. in 30 seconds.

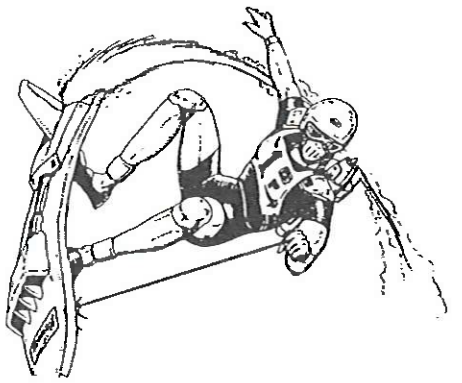


CONFUSED BALL

This sport is practised by mixed teams, consisting of players from football, soccer and baseball teams. For one season, these teams compete each other to win the season championship.

WINNING TEAMS IN 2042:

1. KONAMIDARKS
2. KOBELINES



AIR SURFING (AIRFING)

This sport has become very popular among people of all ages very rapidly. The increasing pollution of the ocean water was one of the stimulants for the development of this new kind of aerial surfing. A simple air surfing outfit consists of special protective clothing and an air surfing board. Airfing is especially popular among youth and can be practised all season.

2041 NEO KOBESURFERS OF THE YEAR

1. MALCOM ENGE
2. IWAN RODRIGUEZ
3. CHERNENKO KUWATA

ROAD RUNNER RACING

The one-wheeled motorcycle Road Runner is mainly used for motorsports. Big races are mostly held on the underground tubeliner-circuits. The Great Road Runner Endurance Races are the biggest events of the year in Neo Kobe City.

RECREATION



BIO-ZOO

To protect the world's fauna, many rare or extinct species, obtained by genetic manipulation, are put in special zoo's. The aim of the International Unaffected Care Nations (IUCN) is the rebirth of mammal and bird species which are on the verge of extinction by these zoo's. In 2042, the birth of the first unicorn baby was a speech-making subject.

SCIENCE CIRCUS

In these special circuses, acts which show the latest achievements in biotechnology, mechatronics and life-science, are performed. The power of science creates a fascinating world in front of the audience's eye, and make such a circus an unforgettable experience. The Kobe Science Lab, usually arranges back-up magic shows, which are especially loved by children.

SURVIVOR DOME

A special dome, in which a simulated guerilla-battle can be experienced. The participant can select out of several battle scenes in human history, if wanted. Personal instructors are available for entrainment. This attraction has a minimum age limit of 18 years.

ROBOTMUSICAL

Humanoid robots performing in a musical. These robots move and dance exactly like humans, but they are mostly caricaturistically shaped.

ENVIRONMENTAL PROBLEMS

CLIMATE

Due to atmospheric pollution, a shower of acid rain pours down on the city every day. The rain contains a mixture of sulphur, various oxides, halogens, carbohydrates and hydrocarbon. The acid rain comes down with an average pH of 5 or 6. It is harmful to the city's forest and to the fish in the rivers.

WHALING PROHIBITION

At the end of the 20th century, the whale was on the verge of extinction. To preserve the species, the whale's genetic code was saved, to assure the rebirth of the whale in the 21st century, when wildlife conservation organizations were finally able to secure the whale's territories.

However, Japan is very dependent on its fishing industry, especially on the whale meat industry (whale is called "golden fish" in Japan). Anyway, without the "golden fish", many Japanese fish-factories were forced to close. The Japanese fish-needs were now met by imports and surrogate-fish (protein-de-sign). But still, many fishermen who didn't want to lose their jobs proceeded to secret, unlicensed fishing after the return of the whale. To fight this illegal fishing, the government issued in 2033 the "Whaling Prohibition Law". Hereafter, the number of illegal fishermen decreased annually.

DEGRADATION OF THE OZONE LAYER ("OZONE FALL")

Since the 20th century, the use of CFC's (Freon gas or Chlorofluorocarbon) in household sprays and refrigerators and the influence of sunspots have led to big holes in the ozone layer which surrounds earth (this process is also called "ozone fall"). Originally, it started at the South Pole, but now it has spread out to several places on earth. Without an ozone layer, harmful solar radiation, like ultraviolet rays, can reach earth freely and distort the DNA of living cells. This will cause a disturbance of the ecology, skin cancer and horrible mutations. Furthermore, the destruction of the ozone layer can also cause climate changes, as stratospheric temperature fluctuations result in unusual convection currents in the atmosphere....

PUBLIC HEALTH PROBLEMS

OPTICAL DIFFICULTIES

One of the problems a modern monitor-society has to deal with, is a decline of the public eyesight, owing to the VDT-display screens. Most of the citizen ruin their eyes already at a very young age. It is a serious problem, for which no solution has been found yet.

STBO

In 2030, a strange new disease reared its head in France. In the summer of 2035, the first citizens of Neo Kobe, City got infected with this virus. At his moment, 50,000 to 100,000 inhabitants of Neo Kobe suffer from 'STBO'. The symptoms of the infection are successively:

- high fever
- painful joints and muscles
- diarrhea
- swollen lymph nodes
- convulsions
- pneumonia

Eventually, 60 % of the patients dies. The virus is transferred through blood, saliva and sperm. It is assumed that many victims have caught the virus via the use of the sexual stimulant "Liquid Sky", a type of drug, administered by an intravenous injection. Some specialists are the opinion that it is a mutated version of the AIDS-virus (The HIV Immune Deficiency Syndrome virus), for which there is still no known vaccine. Anyway, this assumption hasn't been scientifically proved yet. Certain is, however, that this virus isolates the patients from society, which makes them vulnerable to Snatchers.

SOCIAL PROBLEMS

NORTH-SOUTH PROBLEM

The artificial "Ina (mullet) River" divides the city into a northern and a southern part. It is also the borderline between rich and poor....

The north-south contradiction is one of the city's greatest problems. The North is a high-class residential area. The South is a multiracial slum. In the north, public peace and order rule and only registered citizens are allowed here, while the south is inhabited by many unregistered citizens (criminals, illegal immigrants, homeless people, mutants, etc.) who live there under doubtful circumstances. The North-South contradiction is a contradiction between light and darkness. The Southern part of the city lies outside Alphabil's "Data Gathering Area".

NEO KOBE CITY'S TOTAL ISOLATION ("TRAGEDY BRIDGE")

Of all the problems Neo Kobe City has to deal with, it's total social and economical isolation from the mainland and the rest of the world, separating families, is the most serious one....

(For more details, see "Snatcher - First Contact")

PUBLICPEACE AND ORDER

To maintain public peace and order, computer records on each citizen are kept. This data is updated continually by the city's neuron-computer Alpha-Bill.

The personal voice-, brainwave- and retina-patterns as well as genetic DNA-data are all stored in the databanks. But the storage of all these personal data may be regarded as a violation of privacy and human rights. Therefore, registered citizens are given a personal "I.D. Certificate". The possession of such a certificate guarantees the owner food, clothes and a residence.

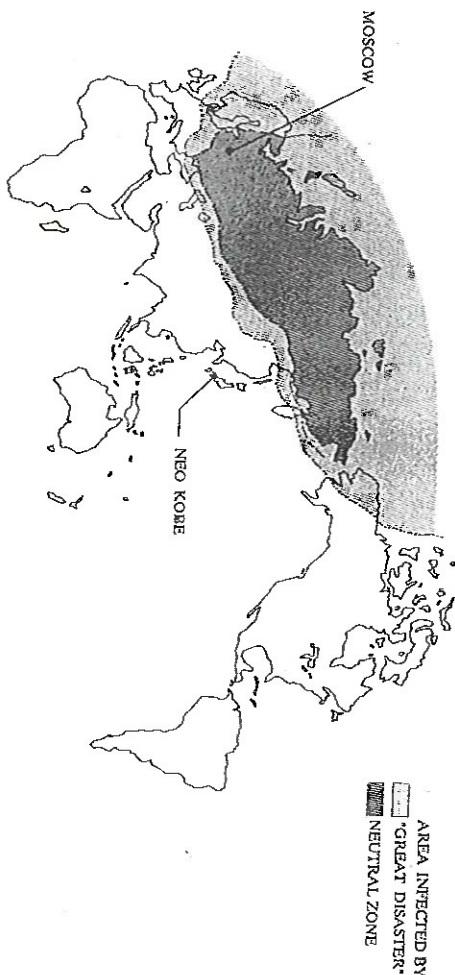
The truth is, however, that only half the city's population is actually registered. It is impossible for Alpha-Bill to get a hold on the flow of illegal immigrants. Unregistered criminals and black market dealers who operate outside Alpha-Bill's "Data Gathering Area", can hardly be dealt with by the police.

HISTORICAL FACTS

THE "DAISANJU" ("GREAT DISASTER")

June 6, 1991, Moscow.

In the Chernorton research centre, a big explosion occurs, cause unknown. Due to this, a new biological weapon, secretly developed by the Warschau-pact, called "LUCIFER ALPHA", escaped into the atmosphere, resulting in the worst bio-hazard in human history. Before it was finally destroyed after a week by an ascending air current, Lucifer Alpha wiped out 80% of the Eurasian population. It took half a year before the mutation-hazard began to fade out and the bio-hazard area became accessible for humans again. After 10 more years, the bio-hazard was completely gone. Since then, the uninhabited territory has been under supervision of the United Nations, and is regarded as a neutral zone. This is still the actual situation.



NOTE: Lucifer Alpha not only destroyed life, but also polluted the atmosphere and infected crops. After the catastrophe, genetic experiments with bacteria were bound to strict regulations. To every bacteriological lab, a P-rating was given (P1-P4). P for Physical containment, the number indicating the containment (or safety) level of the lab.

THE SIBERIAN NEUTRAL ZONE

After the Great Disaster, the uninhabited Siberia came under supervision of the United Nations as a neutral buffer zone. It remained uninhabited for 50 years. Lucifer Alpha had destroyed all life in the disaster area, and it took half a century for the flora and fauna to recover. The top soil of the country had lost its fertility, and there was no way it could produce farm products. Since World War 3, the "Siberia Inspection Teams" are sent to the Neutral Zone annually for surveillance, to maintain peace. At several places, observation posts have been set up to keep an eye on the territory.

THE SIBERIA INSPECTION TEAMS

Twice a year, an international NATO-team is sent to the Siberian Neutral Zone for supervision. The most important aims are maintaining peace, inspecting the environment and trying to restore this environment scientifically.

THE POLITICAL TENSIONS AFTER THE GREAT DISASTER

After the Great Disaster, the Warschau-pact soon broke down, so the two remaining powers in Eurasia were China and the NATO-block. The Siberian Neutral Zone under NATO supervision, assigned after the Disaster, was the cause of many political tensions. There were many disputes about the Chinese expansionism. Eventually, it resulted in World War 3.

WORLD WAR III (2005 - 2006)

2005, 24 AUGUST

On the U.N. neutral zone, World War 3 broke out. Remnants of the Warschau- and Chinese armies joined forces and occupied the Neutral Zone.

2006, 14 FEBRUARY

China cuts off its support to the Warschau-troops, which are soon destroyed.

The NATO troops are victorious, after a battle of half a year.

In this war, chemical as well as neutron weapons (neutron cannons) were used, and on the ground, the NATO-forces brought Metal Gears into action for the first time.

THE CHINESE REFUGEE PROBLEM

The Great Disaster and the World War had killed many Chinese. 5 waves of refugees, nearly 100.000 in total, left their country and sought refuge in Japan.

About 10 % of them settled down in Neo Kobe City. But the Japanese government soon regretted its international attitude, when became clear that, together with the Chinese, they had let crime and corruption get into their country.

In Neo Kobe it led to a fierce battle between the existing "Kobe Mafia" and the "Chinese Mafia".

ABOLITION OF NUCLEAR WEAPONS

1987, 9 DECEMBER

INF-conference in Washington (INF = Intermediate Nuclear Force). President Reagan and Gorbachov signed an agreement about abolition of strategical and tactical nuclear missiles within 10 years. At the beginning of this century, when the IAEA (International Atomic Energy Agency) "Nuclear Fission Weapons Abolition Pact" came into effect, the nuclear threat seemed to be history for good.

SNATCHER

SNATCHER-FIRST CONTACT

2039 - DECEMBER 22

A plane, flying from Tokyo to Neo Kobe City, emits an SOS 4003 signal before it crashes in the Rokko Mountains. No survivors. Inside the injured body of one of the passengers (later identified as the computer engineer Rick Takason), the remains of a strange bioroid are discovered. From this largely intact body, much data about the bioroid's structure is obtained. It is classified as a "new weapon of a hostile nation".

DECEMBER 29

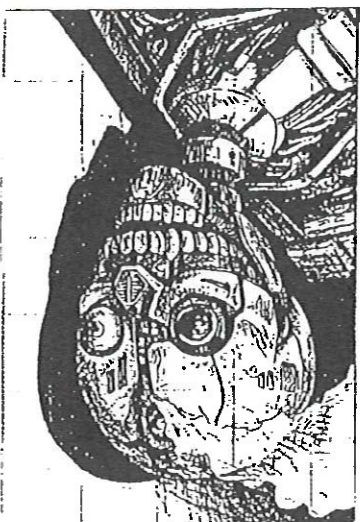
Neo Kobe City's mayor requests the national press to have confidence in the investigations concerning the bioroid. The international press reports it as a "great mystery".

2040 - FEBRUARY 18

In Neo Kobe City, at the mouth of the "Ina River", the mangled body of mayor Brian 'O Connor is discovered. The next day, Brian (?) is arrested, attending a city conference. He is investigated and turns out to be a disguised bioroid. The fake Brian is taken to the Governmental Science Lab for thorough examination. During the transportation, the bioroid blows itself up. No body specimens of the bioroid can be obtained.

AUGUST

The press-government agreement concerning the bioroid information-release is broken: the first photograph of the bioroid is published in a magazine. The information-regulation is broken hereafter. From this moment on, the "Snatcher" subject (as the bioroid is called in the first article) reaches the front pages of newspapers all over the world several times. This results in a world-wide "Snatcher-fever".



2041 - WINTER

"Bioroid Panic" rules in Neo Kobe City. Discussion about the origin of the bioroid. Many riots occur, in which several people get killed. Neo Kobe City's mayor demands compulsory bioroid-examination of all citizens.

NOVEMBER

Ministry of Justice sets up special committee for countermeasures against Snatchers.

DECEMBER

Several groups of citizens start a "Bioroid Hunt" on their own. Many innocent people are killed, often at random. This winter, the wild witch-hunt snatches away almost 5000 lives.... Besides, the bioroid-panic paralyzes city life completely.

LAST TEN DAYS OF DECEMBER

Bioroid Panic spreads out over entire Japan.

2042 - APRIL 20

- Ministry of Justice sets up special Anti-Snatcher Police Force

- In order to avoid another wave of bioroid panic an to protect the citizens' human rights, Civil Code Article 18, Paragraph 12 is drawn up, which deals with human rights in Snatcher affairs.

- Use of "Scanning-warrants" is established. Citizens can be obliged to undergo a "direct scan" to confirm their identity.

MAY

The government releases its plan of founding a special scientific anti-snatcher team: "Rug Hunt". They will start a scientific analysis of the snatcher-problem.

AUGUST

Fusion of "Rug Hunt" and the Anti-snatcher Police Team. The resulting organisation will be controlled directly by the government and is called JUNKER.

MIDDLE OF OCTOBER

Junker starts its hunt for Snatchers.

13 OCTOBER

"Runner" (Junker executor) Lewis Gilmore killed in action.

19 OCTOBER

- Runner Sergio Glazer killed in action.
- Runner David Johnson seriously wounded in action - completely paralysed (vegetable).

22 OCTOBER

- Runner Schultz Deckard killed in action.
- Deckard's family murdered.

LAST 10 DAYS OF OCTOBER

In the City Conference Hall, a large bounty payment for every killed Snatcher, as well as useful Snatcher information, is offered. Result: almost 500 citizens register themselves as "Bounty Hunters".

1 NOVEMBER

A special "S.O.S." telephone line (256-128) is opened in order to obtain Snatcher information. This line receives about 2000 cases a day. Only one percent of the calls is really credible.

3 NOVEMBER

The popular KBC news reporter Robert Tamura turns out to be a Snatcher. This is discovered by a bounty-hunter. The Snatcher self-destructs. Hereafter, the viewing figures of Tamura's news program "News Order" increase 30%.

9 NOVEMBER

Gang war between the "Salamander" and "Achiakai"-gangs. The point at issue is the possession of an amount of N-LSD (Liquid Sky) drugs. Innocent citizens get involved in the firefights, and more than 20 people get killed. In the bodies of the killed gang-members, Snatchers are found. It is rumoured that Ralph Fuden, Salamander's gang-leader, is also a Snatcher.

11 NOVEMBER

The bounty-hunter Thomas Kadota accidentally kills a citizen. He is found guilty of murder after trial. This incident brings about a discussion about the bounty-hunter system.

15 NOVEMBER

The founder of the religious sect "Rusty Golden Chain", Gith Kaizer, is suspected of being a Snatcher. He dies in a truck accident on the N42 State Road. Among the burning wreckage of the car, remains of a Snatcher are found.

20 NOVEMBER

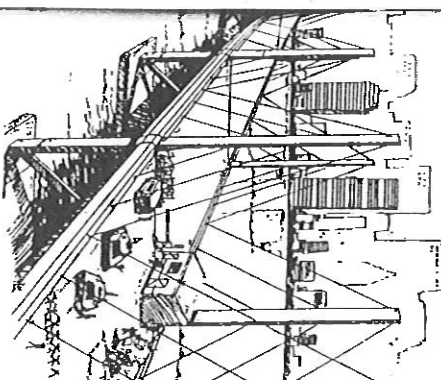
One of the executives of the large biotechnology-enterprise "Mei no Moto", John Rudolph, turns out to be a Snatcher. He is unmasked and eliminated by the Runner Jan Jack Gibson. The remnants of this Snatcher mysteriously vanish during the transportation to the lab.

DECEMBER

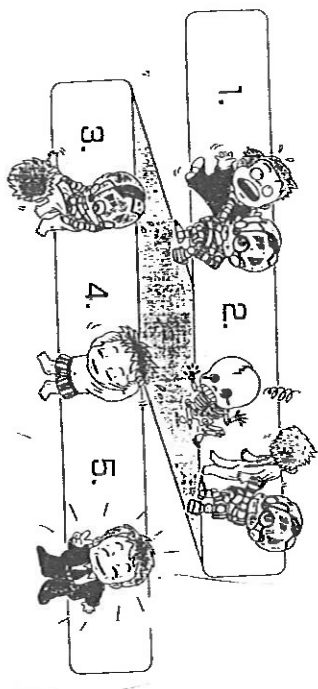
- Remarkable resignation among the citizens of N.K.C.
- Uproar among Junker personnel owing to the large number of casualties.
- Governmental resolution issued: in order to prevent the Snatcher-plague of spreading any further, Neo Kobe City will be put in total isolation.

1 DECEMBER

- Neo Kobe's only connection with the mainland, "Kobe Bridge" is closed down. At both the ends of the bridge, guard-posts are installed, manned 24 hours a day.
- Guard-posts are manned with soldiers, tanks and Metal Gears.
- All regular air- and sea-routes to the city are shut off by army and police.
- The coast is continually surveilled by flying units of the Coastguard.
- Kobe Bridge's pipelines are blocked. Persons are only allowed to leave and enter the city after intensive scanning.
- Government only permits children and elderly persons to pass the guard posts without scanning (due to the Snatcher's physical limitations, children and elderly persons cannot be snatched).
- There are strict limitations to the bridge's opening-hours.



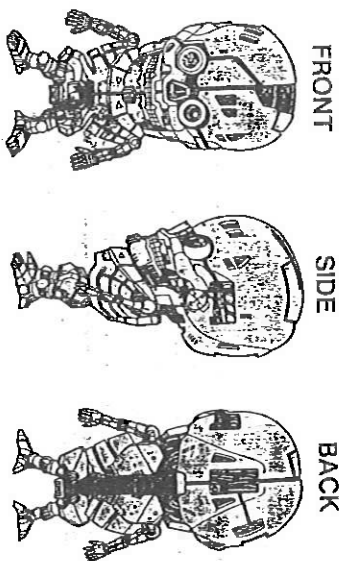
WHAT'S A SNATCHER?



The Snatcher is a mysterious bioroid. Since the first contact in 2039, it operates mainly in winter. True identity and aim unknown. As it kills humans and snatches away their bodies, it has been termed "Snatcher".

THE SNATCHER-SYSTEM

What makes the Snatcher so dangerous, is its ability to imitate humans exactly, physically as well as mentally. They can only be discerned from the original human by noticing changes in behaviour. The Snatcher is assumed to study a victim for some time. It waits for a good moment, and then kills this victim secretly. After this, the process of Duplication begins, for which the body of the original is necessary. Were this process takes place (it requires a medical lab) is still unknown, but after scientific research, Junker managed to find out how the Snatcher duplicates its victims.



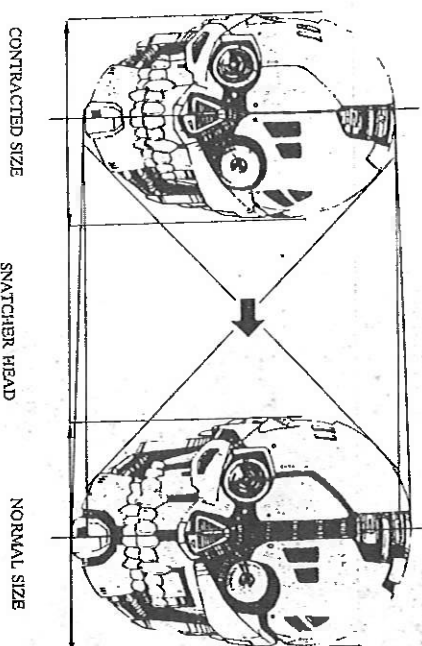
THE SNATCHER-SYSTEM

PHASE ONE: SKELETON-FRAME

1. The body size of the target is exactly measured, so that the Snatcher is able to adapt to his target's size simply by adjusting his 260 body units to the right shape and size. In this phase, the sex-unit is also put in place. (NOTE: The adaptability of the Snatcher's body has its limitations, so that the snatched person must be between 150 and 190 cm. long. Consequently children and elderly persons cannot be snatched).

2. The skull, consisting of 23 movable units, is adjusted in the same way as the body. The vocal unit is also adapted

3. After the skull has adapted to the right size, the facial features like jaw- and cheekbone-position, are adjusted.



PHASE TWO: MUSCULAR SYSTEM

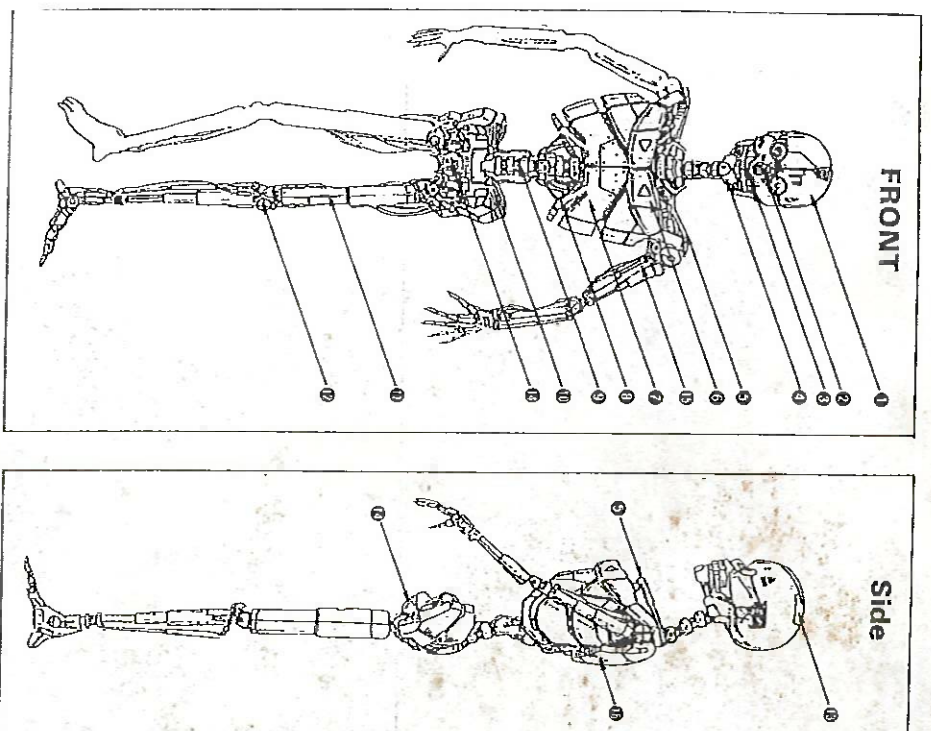
When all the skeleton features are adjusted, the skeleton is dressed up with a special type of plastic-gel, which simulate muscles. Muscle contractions can be initiated by sending power streamlets through this gel.

PHASE THREE: SKIN

The skin is one of the most sophisticated parts of the Snatcher's disguise. This artificial skin is made of a bio-technological protein-design. This skin is a living part of the Snatcher, and cannot be discerned from a real skin. It contains artificial veins, through which the Snatcher can pump artificial blood if necessary. The sweat-glands in the skin produce a kind of artificial sweat, through which waste products can be secreted. If injured, the skin will regenerate itself like a real skin.

PHASE FOUR: HAIRS

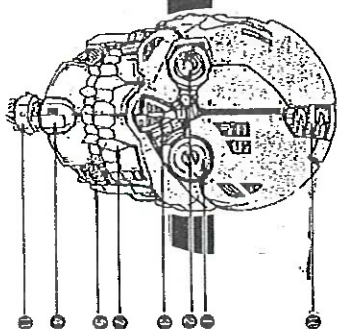
In the final phase, the hairs of the Snatcher are planted in the skin. These hairs, however, do not consist of living matter.



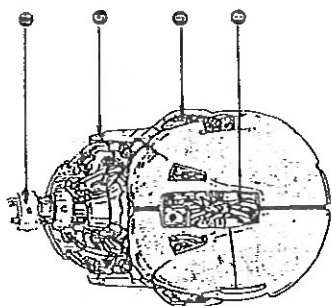
- SNATCHER- PHYSICAL STRUCTURE
1. FOREHEAD UNIT
 2. NASAL BONE UNIT
 3. UPPER JAW UNIT
 4. LOWER JAW UNIT
 5. COLLARBONE UNIT
 6. CHEST-UNIT A
 7. CHEST-UNIT B
 8. RIB-UNIT
 9. SPINAL UNIT
 10. PELVIC UNIT
 11. LEG-UNIT
 12. KNEE-CAP UNIT
 13. BRAIN UNIT (HEADTOP)
 14. SEX-UNIT
 15. UPPERARM UNIT
 16. SHOULDERBLADE-UNIT

SNATCHER-SPECS

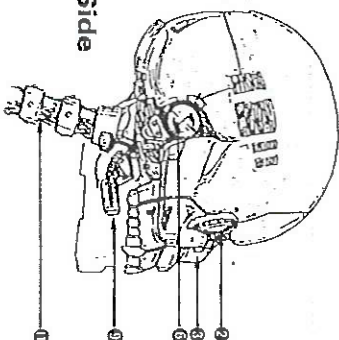
Front



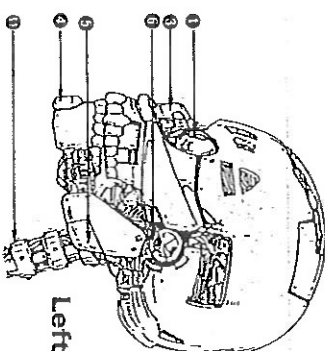
Back



Right Side



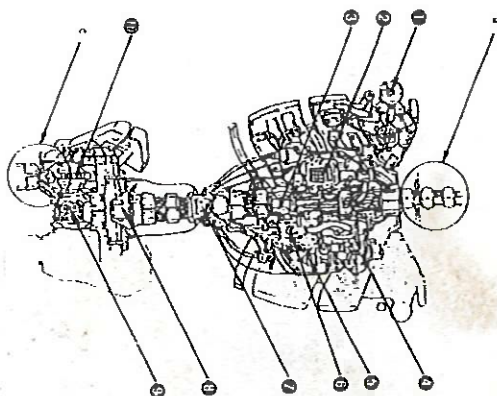
Left Side



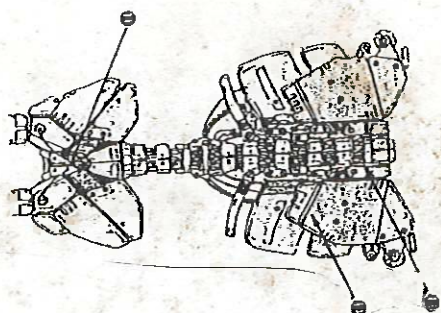
THE HEAD-UNIT

1. DUMMY EYE
2. OPTICAL SENSOR
3. OLFACTORY SENSOR
4. ADJUSTABLE JAW
5. CHEWING-SYSTEM
6. SONIC SENSOR
7. TASTE-SENSOR
8. HEAD-TEMPERATURE CONTROL SENSOR
9. CANNON
10. CEREBRAL CORTEX UNIT
11. HEAD BALANCER

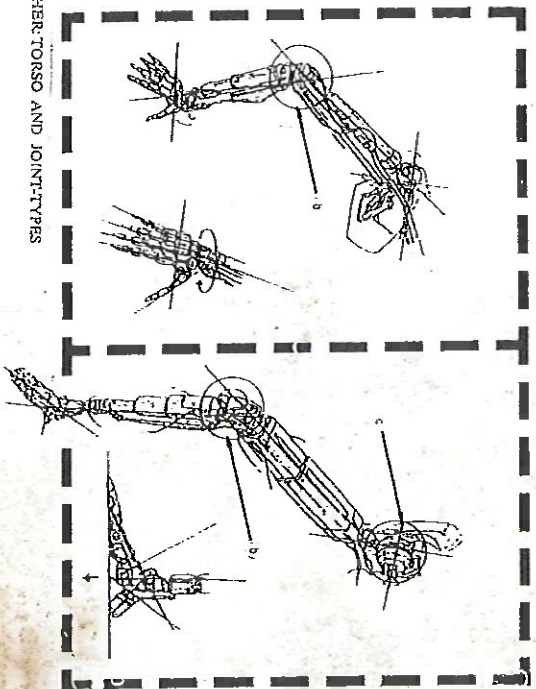
TORSO FRONT



TORSO BACK



SNATCHER-TORSO AND JOINT-TYPES



1. ARM MOTION CONTROLLER
2. EXTERNAL PROGRAMMING TERMINAL
3. MAIN GENERATOR
4. NUCLEAR POWER PACK
5. ARTIFICIAL BLOOD PUMP
6. ARTIFICIAL KIDNEY
7. MAIN SCANNING CONTROLLER
8. LOWER BODY SYNCHRO-JOINT SYSTEM
9. REAR UNIT CONTROLLER
10. LEG DYNAMO MODULATOR
11. SEX CORE-UNIT CONNECTOR
12. POWER DISTRIBUTOR
13. SHOULDERBLADE-UNIT
14. SHOULDERBLADE-UNIT

- a. PIVOT JOINT MECHANISM
- b. HINGE-JOINT MECHANISM
- c. BALL-JOINT MECHANISM

METALCREATURES

METALCREATURES

Though the main objective of Junker is the elimination of all Snatchers, these bioroids will not be the runner's main opponent on his duty. The 'dirty work' for the Snatcher is done by the Metalcreatures, battle robots of all types and sizes. They serve as bodyguards, scouts and collectors of bodies...

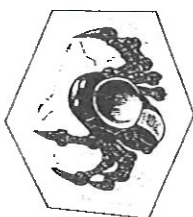
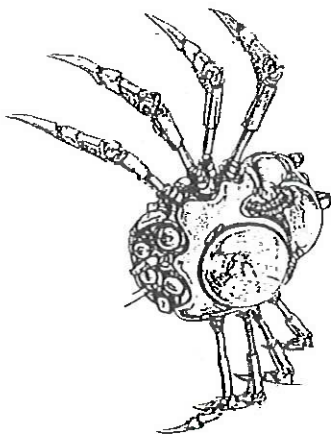
To give novice runners an impression of the dangers he may encounter on a mission, we'll give the data on some bioroids, according to Gaudie's Battle Data System.

STR : Attack power, the strength of the robot's weapons.

DEF : Armor strength.

SPD : The robot's speed.

ACC : The weapon accuracy.



INSECTOR

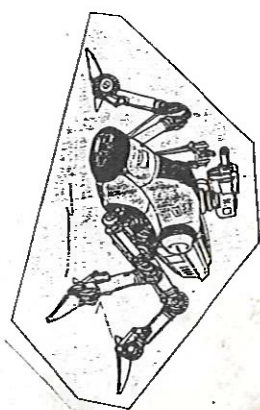
This is the smallest and weakest Metalcreature of all. An excellent practice for novice runners.

STR: 3

DEF: 2

SPD: 4

ACC: 4



DIGIT ROCK

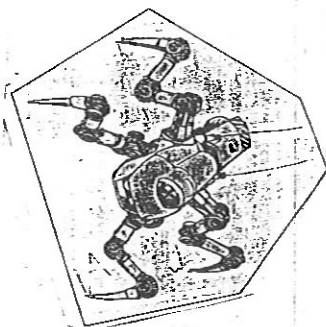
Metalcreature of average strength, though they shouldn't be underestimated when they operate in groups.

STR: 5

DEF: 3

SPD: 6

ACC: 6



RUNNING ACUME

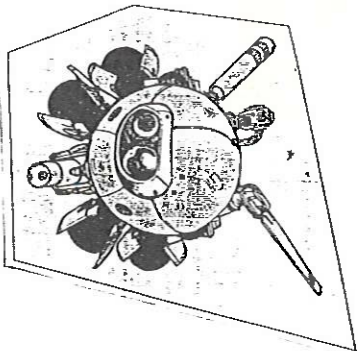
These robots can be very dangerous, as they are very fast, equipped with a powerful machine-cannon and a pair of antennae, which able them to radio other metalcreatures for help.

STR: 10

DEF: 2

SPD: 8

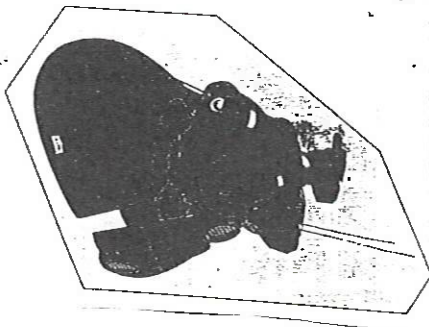
ACC: 14



HIT-ON-THE-FLY

A flying, spherical metal creature. Moves very fast.

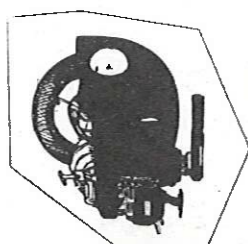
STR: 6
DEF: 4
SPD: 16
ACC: 14



FUNERAL MASTER

A robot with a very solid body. A powerful weapon is required to penetrate its armor.

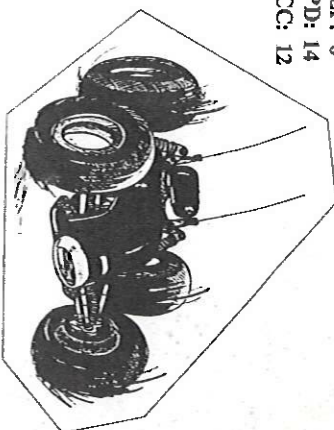
STR: 12
DEF: 6
SPD: 15
ACC: 14



HOROLIS WHEEL

Mono-tire robot with very powerful weapons.

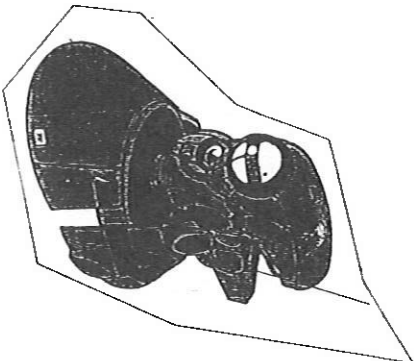
STR: 13
DEF: 6
SPD: 14
ACC: 12



OPTO-CLOWN

This 4-wheeled robot has very powerful visual sensors and hardly ever misses. Moves very swiftly.

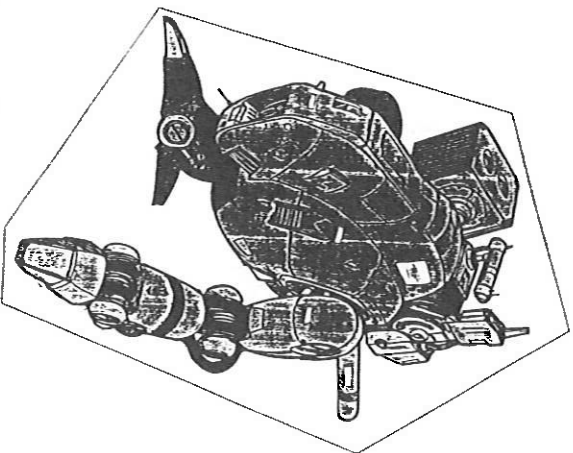
STR: 18
DEF: 5
SPD: 16
ACC: 17



LIGHT CRYSTAL

Has a strong reflecting armor, which resists laserbeams very well.

STR: 19
DEF: 6
SPD: 20
ACC: 21



ARMY BEAR

One of the larger and more dangerous metalcreature-types. Has dreadful weapons, a high speed and a very strong armor. These 2-legged robots are often used by Snatchers as bodyguards, and is equipped with several weapon-types. Running into such a robot without high skills or powerful weapons, is suicide.

STR: 40
DEF: 11
SPD: 24
ACC: 16

J.U.N.K.E.R.



FORMAL NAME:

JUDGEMENT UNINFECTED NAKED KIND & EXECUTE RANGER

In 2042, the Anti-Snatcher Police Force and Rug Hunt united to form a new organization: JUNKER. JUNKER is controlled directly by Neo Kobe City's mayor, and combines the scientific knowledge of the former Rug Hunt team with the highly trained forces of the former Anti-Snatcher Police force. The JUNKER executives ("runners") must undergo a heavy training and have to be in perfect physical and mental condition.

MAIN AIM: The destruction of all Snatchers.

CURRENT HEAD: Benson Cunningham.

VIDEOPHONE NUMBER: 256-128 (or 110 - SNATCHER)

H.Q.: NEO KOBE CITY

PORT ISLAND MT-7-3-2

KONAMI OMNI-BUILDING FLOOR 110



THE JUNKER RULES

THE'S JUNKER RULES

1. Junker's aim is to deal with all Snatcher-bioroids.
2. In the execution of 1, humans may never be injured or killed.
3. The identity of an assumed Snatcher has to be proved by physical examination (Civil Code art.18, par. 12 deals with the problem of Snatchers and the protection of human rights).
4. JUNKER executives are allowed to co-operate with bounty hunters for support. (Criminal Code par.3, bounty hunter appendix).
5. JUNKER executives are the only persons authorized to use the equipment, as it is supplied by JUNKER (Blasters, Navigators and Tricycles).



THE JUNKER HIERARCHY

THE JUNKER HIERARCHY

- + The Mayor of Neo Kobe City has supreme command over JUNKER.
- + The Head is leader of all operations.
- + The Staff are mechanics, operator and clinic robot.
- + The Runners are executives, aided by Navigators.
- + Indirectly involved are:
- Judgement and Aftercare section: "JUNK"
- Kobe Self-Defence Force (K.S.D.F.).

NAME	RANK	FUNKTION
PAULA MACKAINE	NEO KOBE'S MAYOR	
BENSON CUNNINGHAM	HEAD	- OPERATION LEADER, "BRAIN"
HARRY BENSON GEOFFREY TONEKAWA	MECHANICS	- EQUIPMENT MAINTENANCE & DEVELOPMENT
MIKA SLAYTON	OPERATOR	- NAVIGATOR SURVEILLANCE, DATA MANAGEMENT
JAMIE SEED "ROBIN"	CLINICREW	- RUNNER'S MEDICAL SUPPORT
GILIAN SEED JAN JACK GIBSON	RUNNERS	- OPERATION EXECUTORS
PETIT METAL LITTLEJOHN	NAVIGATORS	- COMMUNICATION, BATTLE SUPPORT
	J.U.N.K.	- SCRAP-AND-BODY DISPOSAL AFTER BATTLE JUDGMENT ANALYSIS
	K.S.D.F.	- RUNNER SUPPORT - LARGE SCALE BATTLE OPERATIONS

JUNKER INFORMATION

THE BOUNTY HUNTER SYSTEM

In 2041, the Neo Kobe Metropolitan Police H.Q. appealed to citizens for dealing with the Snatcher-problem, by organizing a bounty-hunter system. Every citizen was given franchise-right and was able to get a special training (shooting skills, psychological test, JUNKER test, etc.) by a very simple procedure. After passing this training, the citizen is registered as bounty hunter. After a bounty hunter has successfully dealt with a Snatcher, and this has been officially confirmed, he is rewarded with a bounty payment. If anything happens to a registered hunter on duty, a large sum of insurance money is paid out.

AVERAGE BOUNTY : 150.000 CREDITS
MONTHLY SALARY OF AN AVERAGE EMPLOYEE : 25.000 CREDITS
NUMBER OF BOUNTY-HUNTERS : APPR. 500 (2042/12)
"BLACK" (UNREGISTERED) HUNTERS : APPR. 100.000

SCANNING WARRANTS

According to Civil Code art. 18, par. 12 (dealing with protection of human rights in Snatcher-affaires) no citizen can be obliged to undergo a Snatcher scanning under normal circumstances. This in order to protect the citizens from another biotoid-panic like the one in 2040. Only when JUNKER has clear evidences against a person, suspected of being a Snatcher, ministry of justice can provide a "Scanning Warrant" for this person, which gives JUNKER the right to submit him to the scientific "Direct-Scanning"-process. The most important thing for JUNKER is to collect enough evidence.

(Navigators have built-in scanning equipment)

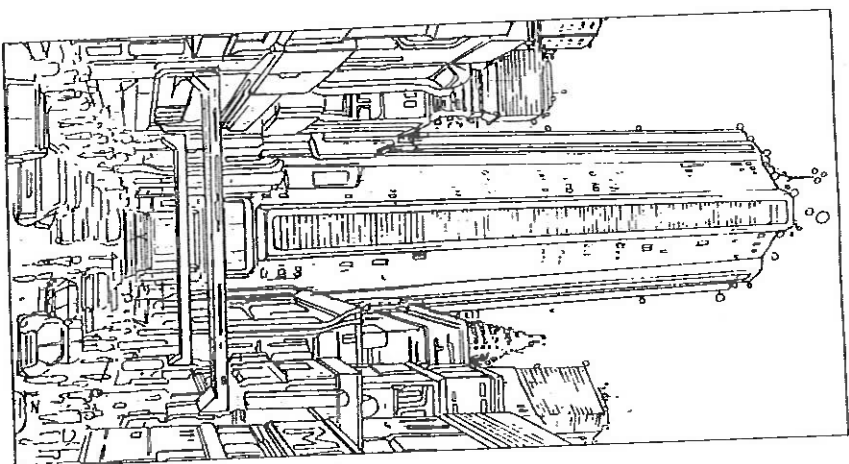
JUNKER'S TRAINING

Junker personnel is recruited from 4 areas:

- National Police
- Scientists
- Special Army units
- Secret Service



They are carefully selected and highly trained in unarmed combat, martial arts, tactics, linguistics, science, psychology and knowledge of law. Experts of each area are selected on their skills, knowledge and experience. Of course, no mistakes may be made in appointing JUNKER executives. They will never know what they will encounter on their missions, so they must be prepared for everything.



JUNKER H.Q.

THE KONAMI OMNI-BUILDING (Nickname "Big Cone")

- 165 floors
- 35 basement floors
- 630 m. high
- design: Carlotchini Macgavin Planet Architecture Institute
- Floors B20-B30/10-20 : Parking
- Floors 160-165 : Heliport

All other floors are used by the Government and involved organizations (JUNKER, Police, KSDF). No concerns are accomodated in this building.

In 2020, Konami inc. bought out Omni inc. With the help of Omni's "Planetary Colony Architecture" division, they managed to build a super-skyscraper in the centre of Neo Kobe City. Now, it is Neo Kobe's highest building. This building led to a new style of modern architecture, but nobody managed to imitate this edifice of Colony-architect Carlotchini, called "Big Cone" by the people, yet.

JUNKER'S HQ

THE RECEPTION

The only entrance to JUNKER'S H.Q. Guarded 24 hours a day. Unauthorized people have to keep out. Everyone who enters is checked by the operator.

HEAD'S OFFICE

The office of Junker's head, Benson Cunningham. By his monitors, he is in realtime contact with the Navigators, so that he is able to follow every movement of the Runners and, if necessary, give them new instructions.

MECHANIC ROOM

Here, the weapons and other equipment of the Runners is stored and developed. Harry and Geoff, the mechanics, have CAD-computersystems at their disposal to develop and construct new weapons. This room has also an equipment storage locker, in which the Runners can keep their weapons.

CLINIC ROOM

Clinic Robol Robin is stationed here. He provides medical treatment to wounded Runners and supplies them with several types of drugs.

GAUDIE

This is the mother computer of the JUNKER H.Q. Gives access to an international encyclopedic system, containing an immense amount of information about all kinds of subjects.

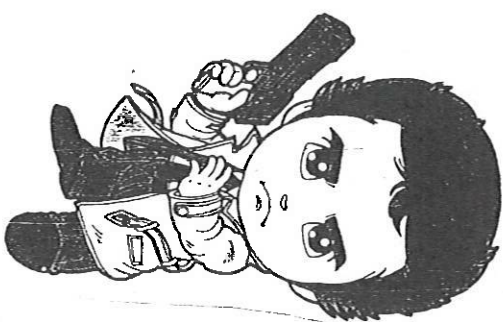
TYPE: "RM-1013 BIO-COMPUTER" with artificial intelligence system and bio-chips.

A.I. SYSTEM: AI TYPE RX-02

The user-orientated interface program gives access to the 6 main sections:

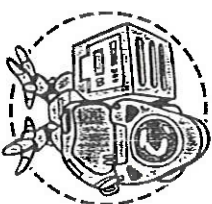
1. AUTO-PROGRAMMING
2. INTELLIGENT INTERFACE
3. ASSEMBLER
4. ENCYCLOPEDIA SYSTEM
5. EXPERT SYSTEM
6. ROBOT REMOTE CONTROL

CAST OF "SD-SNATCHER"



GILLIAN SEED
(PLAYER)

AGE : 31
LENGTH : 1.78 M
WEIGHT : 65 KG
HAIR : BROWN
EYES : DARK BLUE
BLOODTYPE : A
NAVIGATOR : PETT METAL



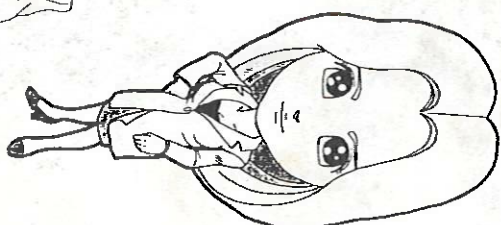
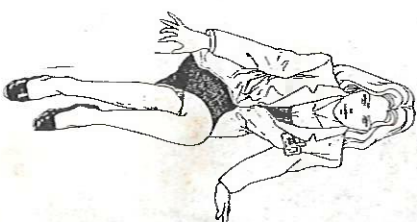
"STRIKE FIRST, STRIKE FAST, STRIKE HARD"

Remained in cold sleep, together with Jamie in an underground Siberian lab until June 2039. Then he was found by the Siberian Inspection Team. His and Jamie's memory had been partly erased by the long period of cold sleep. They couldn't remember anything about their past. He did know his name and the relation with his wife Jamie. After an intensive army training, he chose to be assigned in Neo Kobe City as a Runner. Their amnesia had affected their mutual relationship in a negative way, and they both insisted on a limited divorce, until they had their memory back.



JAMIE SEED

AGE : 29
LENGTH : 1.70 M
WEIGHT : ?
HAIR : DARK BLOND
EYES : EMERALD BLUE
BLOODTYPE: A



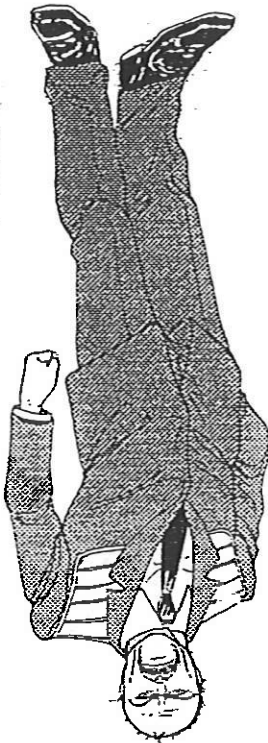
Gillian's wife. Like Gillian, she suffers from amnesia (loss of memory). Two years ago, she and Gillian separated. Graduated at Neo Kobe Medical Research Faculty. She now works at the medical section of JUNKER, where she maintains clinic robot Robin.



BENSON CUNNINGHAM

AGE : 46
 LENGT : 1.80 M
 WEIGH : 75 KG
 HAIR : BROWN
 EYES : BROWN
 BLOOD TYPE : B

JUNKER's head. Leader of all JUNKER operations. Originally, he was assigned to lead the Anti-Snatcher Police Force. He's well known for his cool decisions and he is an outstanding strategist. In the 20th century, he served under the American Special Army Team FOX HOUND, as a strategist. He studied science, linguistics and is an olympic judo champion.



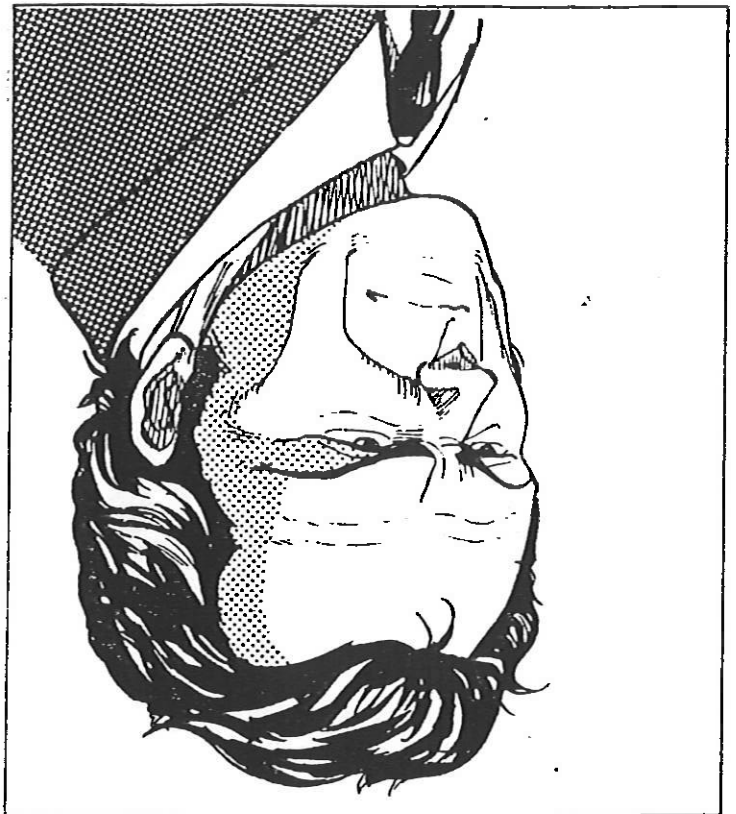
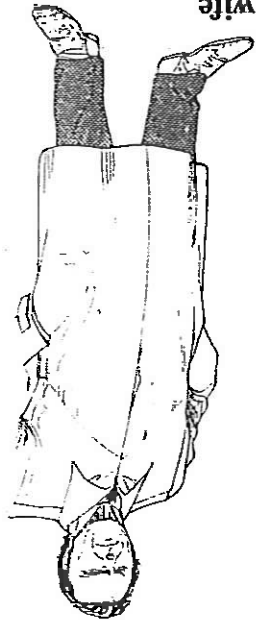
daughter.

Started his career as a "science cop", 30 years ago. After the death of his wife Alice, during the bioroid panic in 2040, he joined JUNKER. He has a huge combat experience and hates Snatchers deeply (his wife was killed by Snatchers). He is a veteran in detective-work and a lover of antique. He has a very reticent character. At the moment he lives together with Cathreena, his

"THE ONLY GOOD POINT ABOUT A SNATCHER IS ITS MELTING-POINT"

JAN JACK GIBSON

AGE : 55
LENGTH : 1.85 M
WEIGHT : 75 KG
HAIR : DARK BROWN
EYES : DARK BLUE
BLOOD TYPE : O

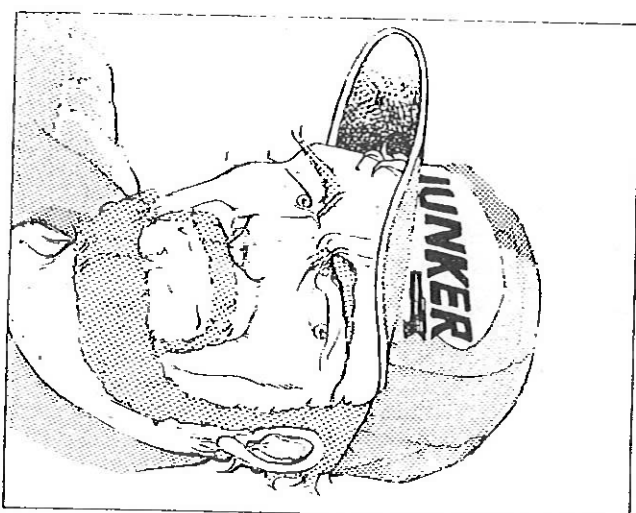
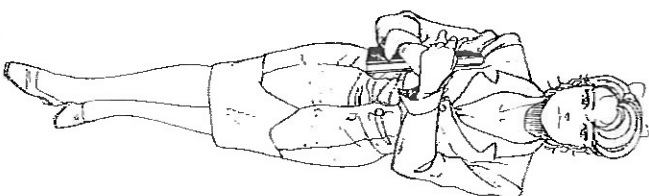




MIKA SLAYTON

AGE : 23
 LENGTH : 1.67 M
 WEIGHT : ?
 HAIR : BROWN
 EYES : BLUE
 BLOOD TYPE : A

JUNKER's desk operator. Graduated at Kobe University in criminal psychology, sociology and information management. After her graduation at the Kobe Special Crime Institute, she was recommended to serve under JUNKER's director. She's from Jewish/ Japanese origin. Her cool look hides a passionate woman.



HARRY BENSON

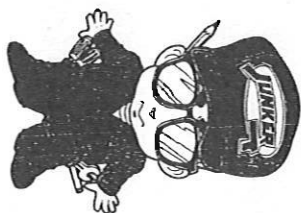
AGE : 55
 LENGTH : 1.68 M
 WEIGHT : 60 KG
 HAIR : DARK BLOND
 EYES : BLUE
 BLOOD TYPE: O

JUNKER's mechanic. Was a member of the anti-Snatcher science team "Rug Hunt". Has also worked for NASA. He's an excellent scientist and has been awarded with 3 Nobel Prizes for his contribution to the development of ramjet engines. He's responsible for the Navigators, blasters and other equipment of JUNKER's Runners. All Junker employees call him "grandpa". Both his parents died in the Great Disaster.

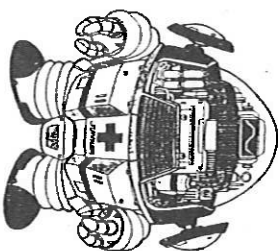


GEOFFREY TONEGAWA

AGE : 22
 LENGTH : 1.65 M
 WEIGHT : 60 KG
 HAIR : BLACK
 EYES : BROWN
 BLOOD TYPE : A



His grandfather was a Nobel Prize winning scientist. Graduated at Kyoto Engineering College in subatomic engineering. In Neo Kobe City, he got acquainted with Harry, the inventor of the ramjet an entered JUNKER together with him.
 Now, he serves as Harry's assistant. Harry can rely completely on him. Geoff is not as weak and timid as he looks.



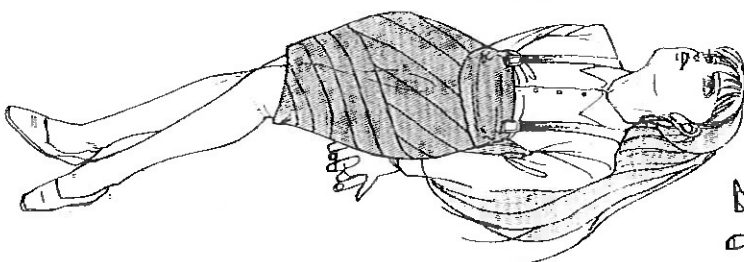
CLINIC ROBOT ROBIN

Robot for medical assistance of Runners. Was developed at "Kobe Medical Academy". Is able to scan his patients immediately, and to consult Alpha-Bill's Medical Databank for optimal treatment. Its design comes from an American robot movie in the 20th century.



CATHRENA GIBSON

AGE : 14
 LENGTH : 1.60 M
 WEIGHT : ?
 SIZES BREAST : 81 CM
 WAIST : 58 CM
 HIP : 83 CM
 BLOOD TYPE : B



Jan's only daughter. She's a young commercial moviestar. In 2041, she was the winner of the "Miss Thirteen" elections. Studies at the Kobe Junior Highschool. It's a stouthearted and gentle girl.

JUNKER'S BLOOD

To protect Runners from death by loss of blood on duty (they often sustain severe injuries), and to make sure there is always a right blood type available for transfusion, if necessary, special measures are taken.

ARTIFICIAL BLOOD TRANSFUSION

When a Runner enters JUNKER for the first time, his blood is replaced by an artificial kind of blood. The original blood is preserved for transfusion when the Runner gets injured. These transfusions are without any danger, even when larger amounts are transfused. This process was used first in World War 3, to treat soldiers wounded in battle. The patient's kidney must be in good condition for the transfusion.

THE ARTIFICIAL BLOOD

This blood contains synthetic "Lipidohemoglobirinibosome" as a substitute for hemoglobin. "Lipidohemoglobin" contains a higher percentage of fat-molecules than hemoglobin. To elaborate about the structure of the artificial blood corpuscles, osmosis and viscosity of the blood would go too far for this simple introduction.

BLOOD COAGULATION

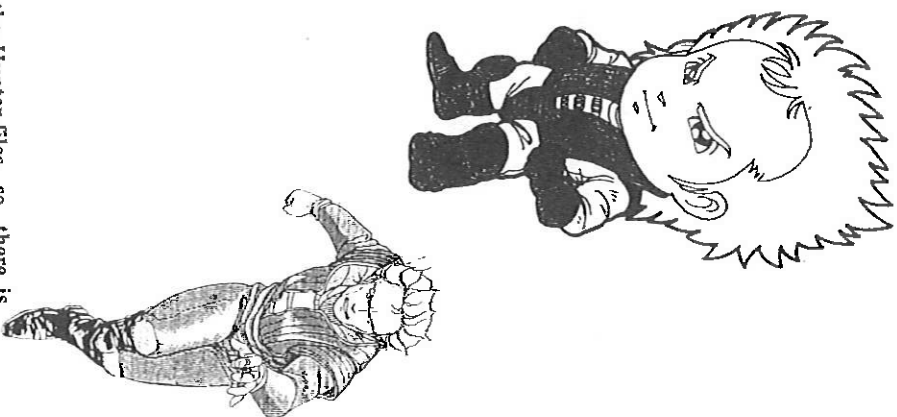
The original blood is coagulated by special electrolytic treatment and preserved at 43 deg. It is ready to use whenever necessary.



RANDAM HAJILE

AGE : ?
LENGTH : 1.75 M
WEIGHT : 65 KG
HAIR : BLOND
EYES : BLUE
BLOOD TYPE : ?

A mysterious bounty hunter. He is not registered in the Hunter-files, so there is no data on his whereabouts. However, he's the city's most skillful bounty hunter and usually works alone, with the latest hi-tech weapons. He has already eliminated several Snatchers.



THE RUNNER'S EQUIPMENT

The standard Runner's equipment consists of:

TRICYCLE: The JUNKER automatic land/air vehicle.

BLASTER-GUNS: The main anti-Snatcher weapon. Different sizes and types are available but novice Runners usually use a Hand Blaster.

JUNKER CARD: This smart-card contains all personal data, including cash amount. Runners can also use it as a creditcard.

JUNKER COAT: Bullet- and heath-proof. Can withstand temperatures up to 800 deg. Specially made for Runners.

OPTIONAL EQUIPMENT: Handgrenades, electronic weapons, explosives etc. are very useful for the heavy work.

DRUGS: Of vital importance for Runners on duty.

NAVIGATORS: Small robots which assist Runners in several ways.



GUN TYPES

For Runners, there are several gun types available, varying in strength and price. It is important to get used to a gun as fast as possible. This is indicated by the "SKILL" value of the weapons. When you purchase a gun, its skill will be 0%, which means you will only be able to use a small part of the gun's maximum firing power. By using the gun often in battle, its skill will increase, and so will its firing power.

GUN DATA:

TYPE : There are 3 different gun types:

BLASTERS (B): Fire destructive heath charges.

LASERS (L): Fire laser charges.

BULLET (M): Machineguns.

SPEED: There are **HIGH** and **LOW** speed guns, with high and low firing speed.

It's harder for an enemy to dodge a shot from a high speed type than one from a low speed type.

RANGE: The shooting range. This means the area that can be hit in one shot or barrage. Example: "9" means a square of 3x3 blocks in battle mode, which mostly means that 9 vital body parts of an opponent can be hit in one shot maximally.

POWER: Indicates the firepower.

HAND BLASTER

TYPE : B

RANGE : 1

POWER : 4

SPEED : LOW



STINGRAY

TYPE : L

RANGE : 1

POWER : 6

SPEED : HIGH



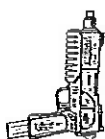
FIREBALL

TYPE : G

RANGE : 1

POWER : 10

SPEED : LOW



OPTIONAL EQUIPMENT

KNIGHTSPRINTER

TYPE : B
RANGE : 1
POWER : 12
SPEED : HIGH



NEEDLE POINTER

TYPE : G
RANGE : 1
POWER : 70
SPEED : LOW



SHOT STORMER

TYPE : G
RANGE : 4
POWER : 20
SPEED : LOW



BLACK HAWK

TYPE : L
RANGE : 1
POWER : 24
SPEED : HIGH



GREYHOUNDER

TYPE : B
RANGE : 4
POWER : 30
SPEED : LOW



INTERCEPTOR

TYPE : L
RANGE : 4
POWER : 40
SPEED : HIGH



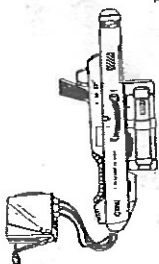
SUPER GRADE

TYPE : G
RANGE : 6
POWER : 48
SPEED : LOW



MAD MAXIMUM

TYPE : L
RANGE : 6
POWER : 60
SPEED : HIGH



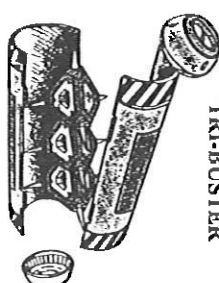
MIDNIGHT EXPRESS

TYPE : B
RANGE : 9
POWER : 90
SPEED : HIGH



TRI-BUSTER

: When this capsule is fired, it will explode above the battlefield and spread out razor-sharp spikes on the ground. These will blow up enemy tires and reduce the speed.



STICK BOMB

: Handgrenade-like explosive. Easy to use. Will inflict heavy damage to enemy, if not, kill him.

DESTRUCTION BALL : A heavier and more destructive version of the stick bomb.

MISSILE LAUNCHER : Portable short-range missile launcher. The most powerful and destructive weapon of all.



GRAND MINE

: Ground mine. When enemies step on one, it will explode, blowing up legs and tires.

COMET

: Airmine. Same in use as Grand Mine, but will also have effect on flying enemies.

CHAFF

: An aluminium fragmentation-grenade. Gene rates an electrostatic field around the enemy, which unables them to use a radio transmitter.

MILKY WAY

: Heavy-duty version of the Chaff. Effect is twice as strong.

CIRCUIT KILLER

: Fires strong electrical charge on enemy which will disturb his control circuits and paralyse him temporarily.

FLAIR

: Ordinary flair. Will light things up for a while.



DRUGS

JUNKER'S HIGH ("JUNKERS")



A healing and stimulating drug. Instant effect. Will restore up to a maximum of 128 life-points.

NEWTRYZER



Some enemies will use the bio-weapon "Anti-Junker's High gas". This gas prevents you from using Junker's high drugs. Newtryzers will neutralize this effect.

JYRO



Antidote for paralyzing gas. This drug is directly injected in your body automatically (if available) whenever necessary by your Navi.

TECH SPECS

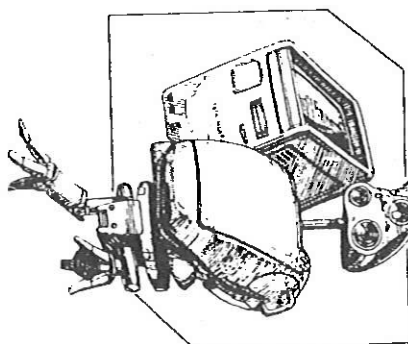
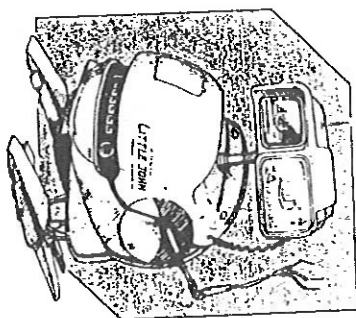
NAVIGATORS

Every Runner has his own personal "Navigator", a little analyzer-robot, to support him on his investigations. It can help with the analysis of investigations (high-tech detective work), has direct access to several archives and is equipped with advanced communication systems. Its program is able to conform perfectly with the co-operating Runner, so that it can also give mental support. This Runner-Navigator interaction is very important, especially in dangerous situations. All kinds of sensors are built-in, so that the Navigators will sense any kind of danger. The Navigator has also the ability to "scan" persons (with scanning warrant). The Navigator has a special control circuit which makes sure a scanning won't give any response without a warrant.

THE NAVIGATOR-MODELS

LITTLE JOHN

Jan Jack Gibson's Navigator.
 Formal name: "LITTLE JOHN MSX011"
 Inventor: Harry Benson
 This relict Navigator is the mechanical counterpart of Gibson. It's made according to the prototype of the latest Metal Gear models.

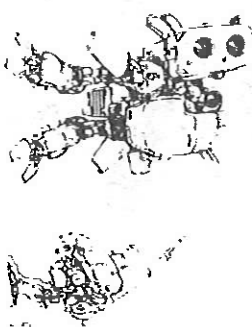


METAL GEAR MK-II (SR-TYPE/PETTIT SHOULDER-TYPE)

Inventor: Harry Benson

DESIGN

The original design comes from the 20th century's super-weapon: the heavy walking-tank "Metal Gear". Harry Benson adapted this design and used it for this new type of Navigator.



Metal gear mk-II 1988.



MODELS

This Navigator comes in two models:
 - the old SR-version, which is displayed here
 - the latest "PETTIT" (shoulder-type) version. It has the same design as the SR-version, but is highly integrated and mini-sized, so that it can be put on the shoulder. This Navigator type has an extra special feature: by manipulating the triangular muscles in the upper arm of the user, it is able to take over battle operations without any problems. Other features are identical to the SR-version.

SENSORS

This Navigator is equipped with the following sensors:

- movement sensor
- infrared sensor
- thermo-sensor
- X-ray scanner
- supersonic sensor
- electromagnetic sensor

MICROSCOPES

- The microscope-type built in the MK-2:
- Nuclear Magnetic Resonance (NMR) microscope
- Scanning Tunnel Microscope (STM)
- optical microscope
- electron-microscope

These can all be connected with the monitor, to enable video microscopy. A streak camera with a frequency of 1 million MHz guarantees a clear picture. The eye-module can be moved up and down, and turn 360 degrees.

VISUAL MEMORY

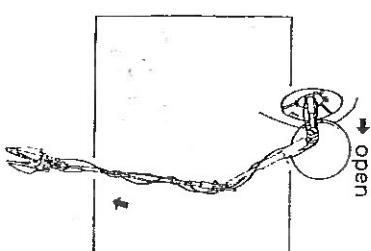
The Navigator's memory contains, next to a lot of psychological data which enable it to act as human as possible, a large visual section. This memory can store normal pictures, but also 3-Dimensional, hologram-images.

MONITOR

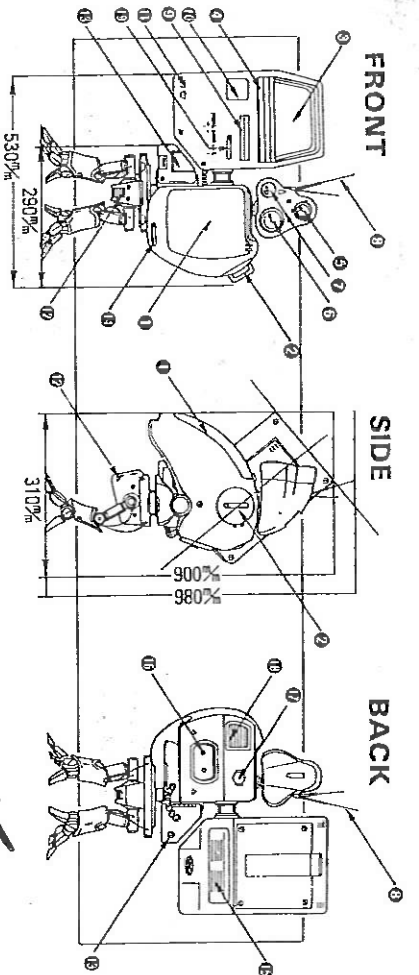
A plasma visual display. Comes with magnification and reduction abilities and screen-edit functions. Features visual media compatibility. Projection of holograms is also possible. The monitor turns 180 degrees and can be protected by a heat-resisting shutter. Screen size: 10 inch.

MANIPULATOR

Shoved away in the Navigator's body, is a micro manipulator, a micro size robot arm. In an investigation, it can be used to seize small pieces of evidence. The manipulator can grab an egg without breaking it. It's equipped with a ultra-high sound sensor and an microscope and can reach very narrow spots.



HAND BLASTER



DATA (SR-TYPE)

FORMAL NAME: NAVI METAL GEAR MK-2 SR

HEIGHT: 980 MM

LENGTH: 310 MM

WIDTH: 530 MM (MONITOR INCLUDED)

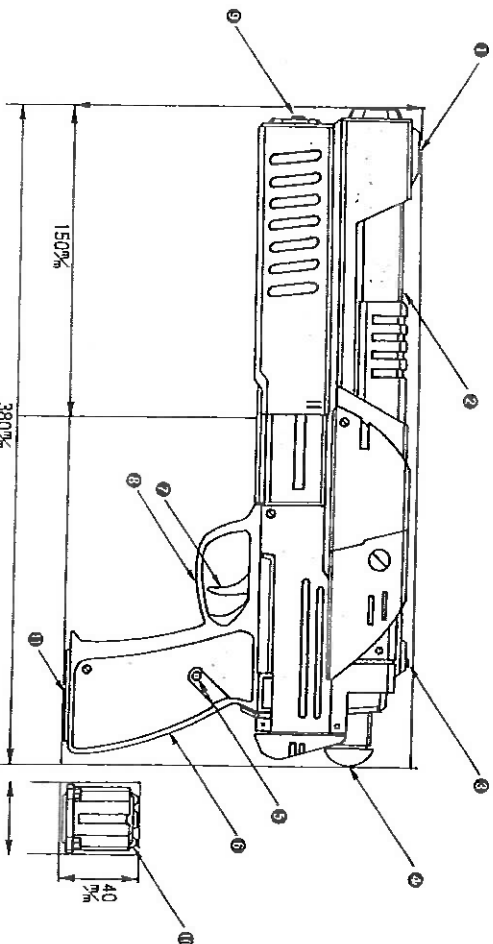
WEIGHT: 50 kg

MONITOR: 10 INCH

CARGO CAP: 40 L

1. CARGO POD (40 L)
2. MANIPULATOR HATCH
3. 2D-MONITOR
4. MONITOR SHUTTER
5. VARIABLE LIGHT
6. MAIN-EYE-CAMERA
7. MULTI-PURPOSE SENSOR-EYE
8. ANTENNA
9. LD-CONNECTOR
10. SUB BATTERY BOX
11. JOYSTICK-CONNECTOR
12. MAIN BATTERY BOX
13. BALANCE
14. SPEAKER
15. MONITOR RADIATOR
16. 110 JACK CONNECTOR
17. REAR CAMERA
18. RADIATOR
19. CD-CONNECTOR

Hand Blaster



This is the standard anti-shooter weapon, easy to use and perfect for novice Runners. It features a feedback-mechanism, which enlarges firing- and reversion-speed of the user.

+ Is made of super engineering plastic and impregnated carbonfiber, light weighted and resistant to extreme temperature changes.

+ The ergo-design of the grip-trigger ensures a perfect grip for the user. The grip has a built-in security sensor, which checks the user's fingerprints. This prevents the gun from firing accidentally or being used by someone else.

DATA

OFFICIAL NAME: BLA-117 (TYPE)

INVENTOR: HARRY BENSON

PRODUCER: S & M INC., NASA

CALIBRE: 15 MM

TOTAL LENGTH: 380 MM

BARREL LENGTH: 150 MM

WEIGHT: 900 GR. (ENERGY PACK INCLUDED)

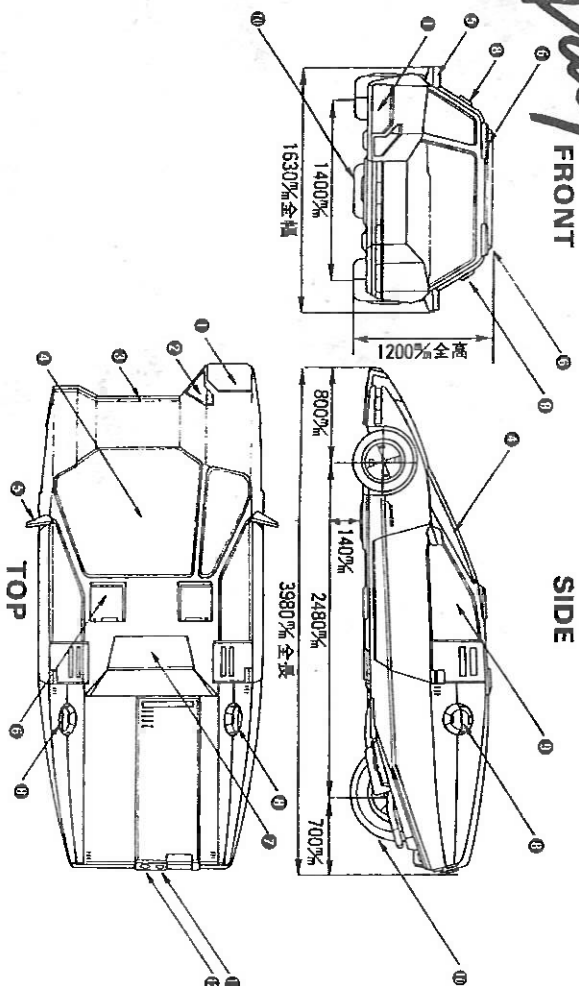
BEAM/TOWER: ON FOCUS POINT, THE PARTICLE/LASER BEAM IS ABLE TO PENETRATE

60 MM OF ARMORED CERAMIC PLATE.

1. FRONT SIGHT
2. BARREL
3. REAR SIGHT
4. BEAM HAMMER
5. SAFETY SENSOR
6. GRIP
7. TRIGGER
8. TRIGGER GUARD
9. LASER SIGHT
10. ENERGY PACK
11. ENERGY PACK HOLDER

TRICYCLE

Tricycle



DATA

FORMAL NAME : INTERCEPTOR TYPE R (2042-MODEL)

TOTAL LENGTH : 3980 MM

TOTAL WIDTH : 1690 MM

TOTAL HEIGHT : 1255 MM

WHEEL BASE : 2480 MM

FRONT TREAD : 1400 MM

WEIGHT : 650 KG.

CHASSIS : CARBON FIBRE+ SUPER ENGINEERING PLASTIC

1. DIR-LIGHT/SENSOR MODULE
2. ROAD SURFACE SENSOR
3. REPUISING MAGNETIC BUMPER
4. BULLET/BEAMPROOF WINDSCREEN
5. DOOR MIRROR
6. UPPER AUXILIARY INTAKE
7. EMERGENCY ROOM PANEL
8. AUTO-NAVIGATION SYSTEM COMMUNICATION UNITS
9. WING DOOR
10. MONO REAR TIRE
11. REAR EYE CAMERA
12. REAR SENSOR



JUNKER's air/land vehicle. Has 3 wheels in ground-mode, which can be retracted when switching over to air-mode, in which it is propelled by jet-engines. It is directly connected with the city's Traffic Network Supervision System and able to navigate automatically.

MANUAL MODE

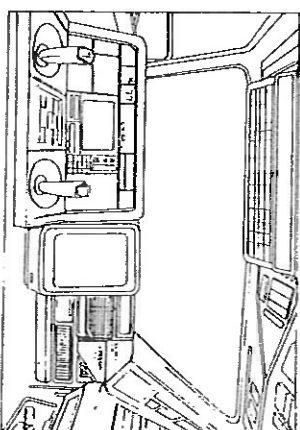
The car features a self-learning computer, which is able to conform completely with the driver's reactions and driving-skills, and support him if necessary. When the computer decides that the safety of the driver is in danger, he will automatically take over control and switch over to auto-mode.

WHEEL BASE ADJUSTMENT SYSTEM

This system ables the car to stabilize automatically when driving at high speeds, by shifting the car's centre of gravity.

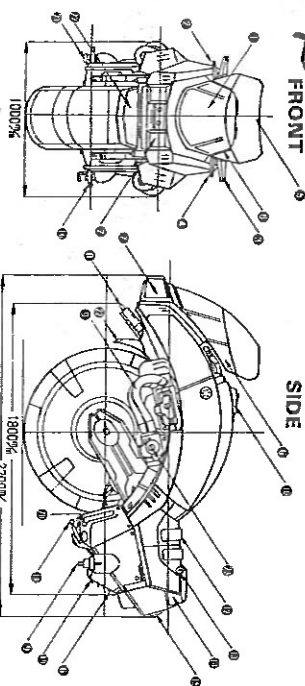
NAVIGATION SYSTEM

Is connected with Alpha-Bill's navigation system by means of a communication satellite. Uses a GPS-system to find its way between several city areas. However, this system doesn't work outside the city.

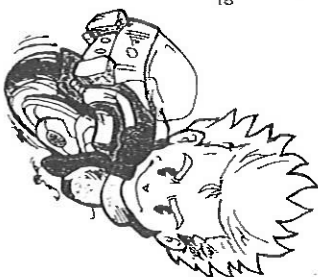


ROADRUNNER

Rad Runner



1. MAIN HEADLIGHT
2. ACCELERATOR LEVER
3. HANDLE GRIP
4. POSTURE DEFENSE LEVER
5. SHIELD
6. WINKER
7. FRONT DAMPER
8. ROAD SURFACE SENSOR
9. MUFFLER
10. TANK-CAP/FUEL-METER
11. CHANGE-PEDAL
12. SEAT
13. SEAT STOPPER
14. BRAKE-LAMP/REARLIGHT
15. REAR EYE-CAMERA
16. STEP
17. MAIN DISPLAY
18. REAR DISPLAY
19. EXHAUST NOZZLE
20. LEG GUARD
21. BRAKE PEDAL



This motorcycle (moment-motorbike) can make 3000 turns a second and is kept in perfect balance at all times. It is mainly used in motor sports. However, as it's an ideal vehicle for driving through narrow alleys, it is also used for town planning in the closely built up southern part of the city. Since 2028, this type of motorbike was frequently used in traffic pursuits.

DATA

FORMALNAME : BMX-SRX-600
 BODY : CARBONFIBRE+ CERAMIC
 LENGTH : 1800 MM (BODY)
 2200 MM (INC. BALANCER)
 MAX.OUTPUT : 400 PS (20 SEC.)
 TORQUE : 87 KG.
 WEIGHT(DRY) : 220 KG.
 MAX. SPEED : 300 KM/H(HARDENED ROAD)
 GEAR : 6 GEARS, 10 VELOCITIES(AUTO-CLUTCH)

In 1991, 80 % of the Eurasian continent is wiped out by a horrible disaster...

50 years later, the inhabitants of the cosmopolitan Neo Kooze City are facing a terrifying situation. The city is threatened by a mysterious bio-roid, which appeared in winter, and killed!

These creatures kill human beings and take over their place in society. They use an artificial skin that sweats, bleeds and even regenerates itself, so that it is almost impossible to tell them apart from real human beings.

What are they? What do they want? Where do they come from? A new weapon from an unknown enemy? Invaders from space? No one knows...

As they snatch human bodies, they've been termed 'SNATCHERS'.

A special police squad has been set up to combat the Snatchers. A group of fearless men and women, determined to put an end to the menace called Snatcher. They use the latest hi-tech weapons and are trained to disregard their own safety.

That is: JUDGEMENT UNEXPECTED NAKED KIND & EXECUTE RANGER.

People call them JUNKER...

Now, a man is joining junker, starting a quest for his lost memory and love.

Will he regain it? Will the secret of the Snatchers finally be revealed?

Get ready for a story full of thrill and suspense! Get ready for...SD-SNATCHERS!